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Subject: Re: Advanced Alpha Blend

Posted by [Cpo64](#) on Thu, 01 Mar 2007 19:59:50 GMT

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No, you break the grass texture into several parts.

So say on the left side of a plane you have rock, the right side tiberium, and grass in the middle, you split the plane and half, and apply a texture to the left side that has rock and grass, and on the right side, you apply one that has grass and tiberium. It gets a little bit more complicated then that, but thats the gist.

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