

---

Subject: Re: Animated texture over normal texture.  
Posted by [Jerad2142](#) on Sat, 16 Jun 2007 16:48:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Give it two passes. On the first pass give it the alpha test Blender Mode setting. Then set the second pass Blender Mode as add, and give that pass lighting texture. (thats how it would be done, unless I am misunderstanding what you are getting at).

---