

---

Subject: Alpha Blending, DLLs

Posted by [The Party](#) on Sun, 26 Apr 2009 22:26:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Okay I need some RenX help, when I make a plane (with a sand texture or any texture really) and then select some polygons and then tell it to detach so I have a whole new plane, (then I try to make it a tib field it changes the other planes texture so that they are both tib field.

So my question is how do I modify the new plane without changing the old one. I used to be able to do it, but now I can't.

Also does anybody know where I can get CPU Killers scripts .dlls?

---