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Subject: Re: RenX Help

Posted by [Blazea58](#) on Wed, 16 Sep 2009 04:08:15 GMT

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You can do it several ways it just depends how you want it to look. One of the easier ways is to just change shader type to Screen or multiply and your texture will turn transparent. With multiply it will be darker and less see through.

Few other ways but i cant remember off hand.

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