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Subject: Re: Applying Texture onto a map  
Posted by [zunnie](#) on Mon, 24 Dec 2012 09:17:58 GMT  
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The tut i made is for 3DS Max 8:  
[http://www.tiberiumcrystalwar.com/tcw-sdk/sdk\\_3ds8\\_alpha\\_blending.html](http://www.tiberiumcrystalwar.com/tcw-sdk/sdk_3ds8_alpha_blending.html)

I dont have one for RenX

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