

---

Subject: Re: Blending 3 textures  
Posted by [c0vert7](#) on Fri, 18 Jan 2013 02:10:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is what its suppose to be, I put some green shapes where I want the tiberium fields

---

#### File Attachments

1) [as.jpg](#), downloaded 580 times



Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\characters\gdi mini-gunner\FullMoon.tga  
Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga  
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\EditorCache\20\_gdi\_wall01.tga - only 24 and 32 bit formats should be