Subject: Re: Quick question about W3D viewer Posted by Lazy5686 on Mon, 12 Aug 2013 03:03:24 GMT View Forum Message <> Reply to Message

As it would turn out using an alpha channel and forgetting to have LevelEdit include the texture in the .mix will cause the object to be invisible.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums