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Subject: ATTN Sir Phoenixx

Posted by [Titan1x77](#) on Mon, 17 Mar 2003 00:20:37 GMT

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before someone telles me to read a tut...i have

i need advice on how to add multi textures(about 4) on a single plain

i alpha blend 1 texture but how do i use pass 3 and 4 and also how do i make the walls not looked so stretched?

and can i veiw the color all i see is just the black in renx

If i select different vertices the others i colored disappear

ive read a few tuts but none of them explain pass 3 or more.

I want to make my terrain in renx but im having problems texturing them.

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