
Subject: I need someone to make me 2 w3d files
Posted by [jonwil](#) on Tue, 11 May 2004 07:22:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

and I need them ASAP.

Specificly, I need 2 w3d files.

Both should be as simple as possible (1 mesh only) and should use a texture containing clearly defined easily visible transparency (such as muzzletest2a.dds or alpha_crack1.dds)

But, one should have transparency enabled and one should have it disabled.

I need this so that I can see exactly what, in terms of what the data looks like and in terms of what the game/w3dview/etc does with that data, transparency looks (for some reason I cant get it working in my own viewer)
