
Subject: Need some quick help on textures
Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:09:00 GMT
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Alright im going to put this as simple as possible. I want to make this texture so the black parts appear clear. I know to set it for Alpha Test, but when I do set the texture it appears to lighter parts are transparent and the black part is not. So how do i get the black areas clear and the others to stay translucent?

Subject: Need some quick help on textures
Posted by [Anonymous](#) on Fri, 11 Oct 2002 16:51:00 GMT
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nm.....some has done it for me

Subject: Need some quick help on textures
Posted by [Anonymous](#) on Fri, 11 Oct 2002 22:52:00 GMT
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Can you share you info? I really wanted to know how to make the black parts of a texture appear clear, never got a valid or useful answer

Subject: Need some quick help on textures
Posted by [Anonymous](#) on Sat, 12 Oct 2002 05:25:00 GMT
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When ACK did it for me. He said he used Alpha Channel. I looked it up and found a tutorial on it. its by SomeRhino
