

---

Subject: Alpha Blending proplem

Posted by [Anonymous](#) on Tue, 12 Nov 2002 18:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It worked but then one of the textures has gone really black!

---

---

Subject: Alpha Blending proplem

Posted by [Anonymous](#) on Tue, 12 Nov 2002 18:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Change the second pass' lighting settings in the RenX material editor. The first two should be white, rather than black.

---