
Subject: Transparent textures

Posted by [Anonymous](#) on Fri, 22 Nov 2002 07:39:00 GMT

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Sorry if this has been asked before but can someone tell me how to make a part-transparent texture like a fence or give me a link to a tutorial on this.

Subject: Transparent textures

Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:48:00 GMT

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sure i will, Just get a program where you can make .TGA graphic files (like adobe photopaint). Open your texture or make your own, make sure what you want to be invisible is colored perfectly black, then use the select tool to select all the areas that you want visible*. then save as a TGA file.*make sure you save it with areas selected.then when in renegade make sure the object that u use this texture on has these settings: in w3d=valphain materials, make sure you go to shader tab and set blend mode to alpha blend.Others may say different but this ALWAYS works for me. [November 22, 2002, 08:51: Message edited by: DeafWasp]

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Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:48:00 GMT

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Just set in Alphachanel evrything, that should be invisible to black(or white cant remeber exact) Then make a new Renagde material and activate Alphablend for the Shader.

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Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:52:00 GMT

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quote:Originally posted by DeafWasp:sure i will, Just get a program where you can make .TGA graphic files (like adobe photopaint). Open your texture or make your own, make sure what you want to be invisible is colored perfectly black, then use the select tool to select all the areas that you want visible*. then save as a TGA file.*make sure you save it with areas selected.then when in renegade make sure the object that u use this texture on has these settings: in w3d=valphain materials, make sure you go to shader tab and set blend mode to alpha blend.Others may say different but this ALWAYS works for me.I do beleive he asked "how" to make the texture.

Subject: Transparent textures

Posted by [Anonymous](#) on Fri, 22 Nov 2002 10:00:00 GMT

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Thanks, got it working.
