
Subject: Alpha blending textures
Posted by [JeepRubi](#) on Thu, 15 Sep 2005 22:05:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Im making a map and in trying to alpha blend some textures i follow the tutorial on www.renhelp.co.uk exactly but every time i export it to level edit it is perfectly black and the only way i can see anything is to convert it to mesh.
Can anyone help?

Subject: Re: Alpha blending textures
Posted by [Oblivion165](#) on Thu, 15 Sep 2005 22:07:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vertex light solve

It will set you up right nice.

Subject: Re: Alpha blending textures
Posted by [JeepRubi](#) on Thu, 15 Sep 2005 22:30:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

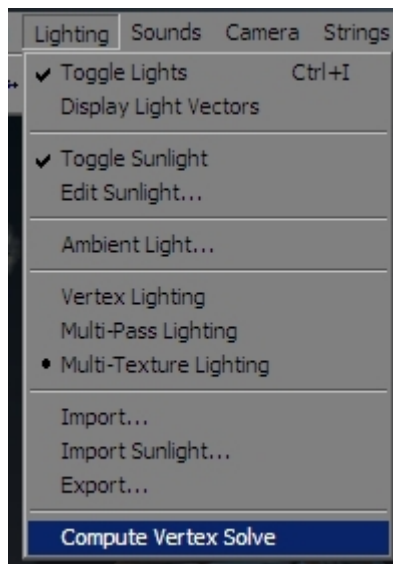
uummmm????
is that in level edit or ren x? and also how do i find it?

Subject: Re: Alpha blending textures
Posted by [Oblivion165](#) on Thu, 15 Sep 2005 23:34:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

EDIT: Opps i ment to use the cropped one. Sorry about the huge image.

File Attachments

1) [Clipboard01.jpg](#), downloaded 309 times



Subject: Re: Alpha blending textures

Posted by [JeepRubi](#) on Fri, 16 Sep 2005 00:32:50 GMT

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

oh thank you

by the way whatever that is looks really cool

Subject: Re: Alpha blending textures

Posted by [Oblivion165](#) on Fri, 16 Sep 2005 00:43:28 GMT

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

TY, its an old map i made. The people i played it with didnt like how he lava would slowy rise and fall. (the lava would get high enough that it would cover the walkway from reactor to reactor and get on the bottom floor. So if you werent high enough, you died.)

Subject: Re: Alpha blending textures

Posted by [JeepRubi](#) on Fri, 16 Sep 2005 01:21:39 GMT

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

O.O thats awesome if u send it to me ill play it with you

oh and what you said works but instead of getting 2 textures i get a texture and a colour

Oblivion165 wrote on Thu, 15 September 2005 18:34EDIT: Opps i ment to use the cropped one.
Sorry about the huge image.

if you had cropped it first i wouldnt have seen ur cool thingy

Subject: Re: Alpha blending textures

Posted by [Oblivion165](#) on Fri, 16 Sep 2005 02:17:39 GMT

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

Jeep Rubi wrote on Thu, 15 September 2005 21:21O.O thats awesome if u send it to me ill play it with you

oh and what you said works but instead of getting 2 textures i get a texture and a colour

Oblivion165 wrote on Thu, 15 September 2005 18:34EDIT: Opps i ment to use the cropped one. Sorry about the huge image.

if you had cropped it first i wouldnt have seen ur cool thingy
Maybe sometime, too tired now

(Im guessing the color is red)
Things i would check for:

1. Make sure that [X] VAlpha is checked (I always forget to do that!)
2. That the two textures are in your mod folder (See if its just not reading it from Always.dat)

Hmm other than that i would say go through all the steps on the tutorial again.
