
Subject: problem with transparent glass in leveledit
Posted by [Anonymous](#) on Wed, 27 Nov 2002 08:18:00 GMT
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when i make "compute vertex solve" in leveledit the glass isn't transparent anymorei used the ww material

Subject: problem with transparent glass in leveledit
Posted by [Anonymous](#) on Wed, 27 Nov 2002 09:13:00 GMT
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Vertex Solve will lose the opacity data defined in the W3D material. You'll have to use alpha channels.

Subject: problem with transparent glass in leveledit
Posted by [Anonymous](#) on Wed, 27 Nov 2002 11:58:00 GMT
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thx

Subject: problem with transparent glass in leveledit
Posted by [Anonymous](#) on Wed, 27 Nov 2002 19:22:00 GMT
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Or if possible, just punch out the windows before the Vertex Solve each time you do it and the windows will remain transparent.
