
Subject: Blending Opacity, need help
Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:57:00 GMT
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How do i get the edges of a mesh (in this case a waterfall) to fade to transparent? (As seen here in C&C_Field)http://www.geocities.com/maytridy/OWW.html?10425_92278108 [January 14, 2003, 16:58: Message edited by: maytridy]

Subject: Blending Opacity, need help
Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:58:00 GMT
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HeyCan someone please tell me how to add a different weapon to my tank e.g. V3 missile or Tomahawk missile. quote: The Renny way is the only way !!!

Subject: Blending Opacity, need help
Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:32:00 GMT
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Anyone???????

Subject: Blending Opacity, need help
Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:42:00 GMT
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maybe, just maybe. the sides of the water fall are seperate objects that are more transparent then the front. thats just my theory.

Subject: Blending Opacity, need help
Posted by [Anonymous](#) on Tue, 14 Jan 2003 18:00:00 GMT
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Yeah, im thinkin' the same thing, but i just cant get it to look right, so it fades out, instead of just cutting off.

Subject: Blending Opacity, need help
Posted by [Anonymous](#) on Tue, 14 Jan 2003 19:44:00 GMT
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Alpha blend into a texture with a completely blank alpha channel, and set the blend mode on both

passes to alpha blend. On export, it will ask if you want to enable multi-pass transparency. Click "yes."

Subject: Blending Opacity, need help

Posted by [Anonymous](#) on Thu, 16 Jan 2003 00:07:00 GMT

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Yeah, ive tried this and it never seems to work with blending into a transparent water. It had all these black triangles on it. (Yes i checked valpha and the Alpha Blend)
