Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 16:40:00 GMT
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Hey I cant get my colors to blend right all that hsows up in commando and renegade is the black why? I licked on the Valpha and such i tried to follow all the tuterials but it is not working   any one get any clues?

Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 17:01:00 GMT
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Lightening -> Compute Vertex solve.

Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 17:32:00 GMT
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Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 18:22:00 GMT
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This is the very same thing that happened to me. I think you have to put a uvw map on it but still only black just showed up. [February 07, 2003, 18:23: Message edited by: dead4ayear2]

Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 19:21:00 GMT
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remember: for Pass 2 the shader should be set to alpha blend. If its ALL black, and Valpha is checked, thats the only thing it could be (i think)

Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 19:51:00 GMT
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ah, now I know your prb. the first thing i mentioned you can find at LEveledit.Your Problem is maybe because you have not set the color of vertices?

Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 21:27:00 GMT
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In RenX, set the lighting for the second pass on your 2-pass material to white like the first pass
(that is, Diffuse and Specular I believe.)

Subject: Color Blending Help
Posted by Anonymous on Fri, 07 Feb 2003 22:08:00 GMT
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Oh, Oh let me do, I know how to do alpha blend, Just tell me what textures, etc. and ill get all
ready for ya   But mention me in the credits   [February 07, 2003, 22:10: Message edited by:
Killer_Bee]