
Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [Sanada78](#) on Sun, 22 Jun 2003 02:47:58 GMT

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

I have used a alpha-blend teture for a structure that has clear windows with a metal frame. The problem is that when you look at a angle where you could see the same texture behing it through it. The picture shows my problem.

Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [SomeRhino](#) on Sun, 22 Jun 2003 03:01:27 GMT

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

If you're looking at that through W3D Viewer, then try it in Renegade and see what you get. W3D Viewer is graphically buggy. If it is in Renegade, use something called "static sorting level." Aircraftkiller always mentions that, but I keep forgetting to check it out for myself.

Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [Sanada78](#) on Sun, 22 Jun 2003 03:19:12 GMT

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

I tried static sorting level and it didn't work . Tried different lighting but it don't help.

Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [YSLMuffins](#) on Sun, 22 Jun 2003 09:33:10 GMT

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

Is it a 2 pass material? Are you trying to alpha blend two textures or get a window to be transparent?

Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [Sanada78](#) on Sun, 22 Jun 2003 12:58:08 GMT

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

YSLMuffinsIs it a 2 pass material? Are you trying to alpha blend two textures or get a window to be transparent?

The texture is a one pass material. It's two sided with Alpha-Blend selected and static sorting level

Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [YSLMuffins](#) on Mon, 23 Jun 2003 00:05:32 GMT

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

I still don't understand what the problem is. A slightly bigger screenie might help.

Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [Sanada78](#) on Mon, 23 Jun 2003 08:23:35 GMT

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

alpha-blended texture so you don't see the texture error. It was a Tiberium Silo with a hollow interior so I just filled in with a mesh and set it as Tiberium. Sorry about the image size, it's just I'm on 56K. Anyway thanks for all of your help.

Subject: Alpha_Blend Texture Appears Through Same Texture

Posted by [General Havoc](#) on Mon, 23 Jun 2003 08:26:40 GMT

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

When I made transparent windows on a model of madtones I detached the polygons that made up the windows and then textured them with the same texture that their meant to have on them. I did a single pass count and then selected a custom blend mode. In the two boxes I selected "One" and "Src Alpha". It's always best to detach transparent polygons if possible as alphablending tends to screw up the texturing when using a transparent texture with a normal one.

_General Havoc
