
Subject: ok, what the heck?

Posted by [Deafwasp](#) on Sun, 27 Jul 2003 22:41:01 GMT

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For whatever reason... I must be missing something. I cant seem to make a semi-transparent texture. I mean, like the trees and plants are.

Subject: ok, what the heck?

Posted by [boma57](#) on Sun, 27 Jul 2003 23:35:14 GMT

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Make sure that:

1. You have an Alpha channel in your paint program before saving, and that your save settings allow you to retain that alpha channel.
 2. In RenX, the materials blend mode (under the Shader tab) setting is set to Alpha Blend.
 3. In the tools menu, under W3D Settings, VAlpha is checked.
-

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Posted by [Deafwasp](#) on Mon, 28 Jul 2003 05:50:49 GMT

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hmmm.... I am sure I did it right...

Subject: ok, what the heck?

Posted by [boma57](#) on Mon, 28 Jul 2003 05:54:56 GMT

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If you've previously run Compute Vertex Solve on the map, that might affect it too. Trying loading the .w3d fresh in LevelEdit and see if it works.

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Posted by [Deafwasp](#) on Wed, 30 Jul 2003 00:06:15 GMT

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nope
