
Subject: Alpha Blend problem
Posted by [Tidu](#) on Sat, 14 Feb 2004 15:10:02 GMT
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I searched on here and didn't find any answers, so..

I followed the alpha blend tutorial. i have 2 passes, 2nd is alpha blend, and i checked Valpha. I open commando, and everything i used alpha blend on is black. has this ever happened to anyone?

Subject: Alpha Blend problem
Posted by [IRON FART](#) on Sat, 14 Feb 2004 17:52:42 GMT
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Yup...this has happened to me before.
I forgot how I fixed it.

Go over the tut that you used VERY carefully and make sure that all settings are the same.

Subject: Alpha Blend problem
Posted by [Aircraftkiller](#) on Sat, 14 Feb 2004 18:00:18 GMT
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Check and make sure that you've actually made the mesh as VAlpha. Make sure it's on alpha blend, too. Either of these being off means it turns completely black.

Also, check the blending material - if it's totally black in color, for each of the three colors (Emissive, diffuse, ambient) then it will appear totally black in-game or in the editor.

If you've done everything correctly, use the Instances tab and roll out the terrain preset to hide any specific mesh that needs to be hidden from the vertex solve.

Go to Lighting > Compute Vertex Solve, check occlusion and let it chug away. If it's still black, you did something wrong in Max.
