
Subject: Re: Need Texturing Help
Posted by [flyingfox](#) on Wed, 27 Jul 2005 20:23:32 GMT
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I've had problems too

whenever I try to alpha blend something, it shows up in level edit as white instead of the secondary texture

all settings are done correctly in the material editor

to the thread starter. it sounds like you've stretched boxes to make planes, so the faces on the box will be extremely stretched if you look at it in wireframe mode (which is gotten by right clicking where it says perspective at the top left). try UVW mapping it and setting it to the box option like someone just suggested. if that doesn't work you could always divide the huge stretched faces into smaller ones.
