Subject: Re: RenX question
Posted by JeepRubi on Fri, 17 Mar 2006 00:33:43 GMT
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In material editor make 2 passes, the first one is the one that will be the blending texture, the secon one is your base texture. On pass two in shader, change the blend mode to alpha blend. To blend the textures, select the verticies that you want to be the blending texture, in the surface properties on the side bar make them black. Dont forget to check the box "VAlpha" in the w3d settings.