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Subject: Texture Mapping and Blending

Posted by [The Party](#) on Wed, 20 May 2009 16:48:49 GMT

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Okay so I have this problem that when I make some meshes connect, how do I get my blending to look better? I am also using 3ds max aswell.

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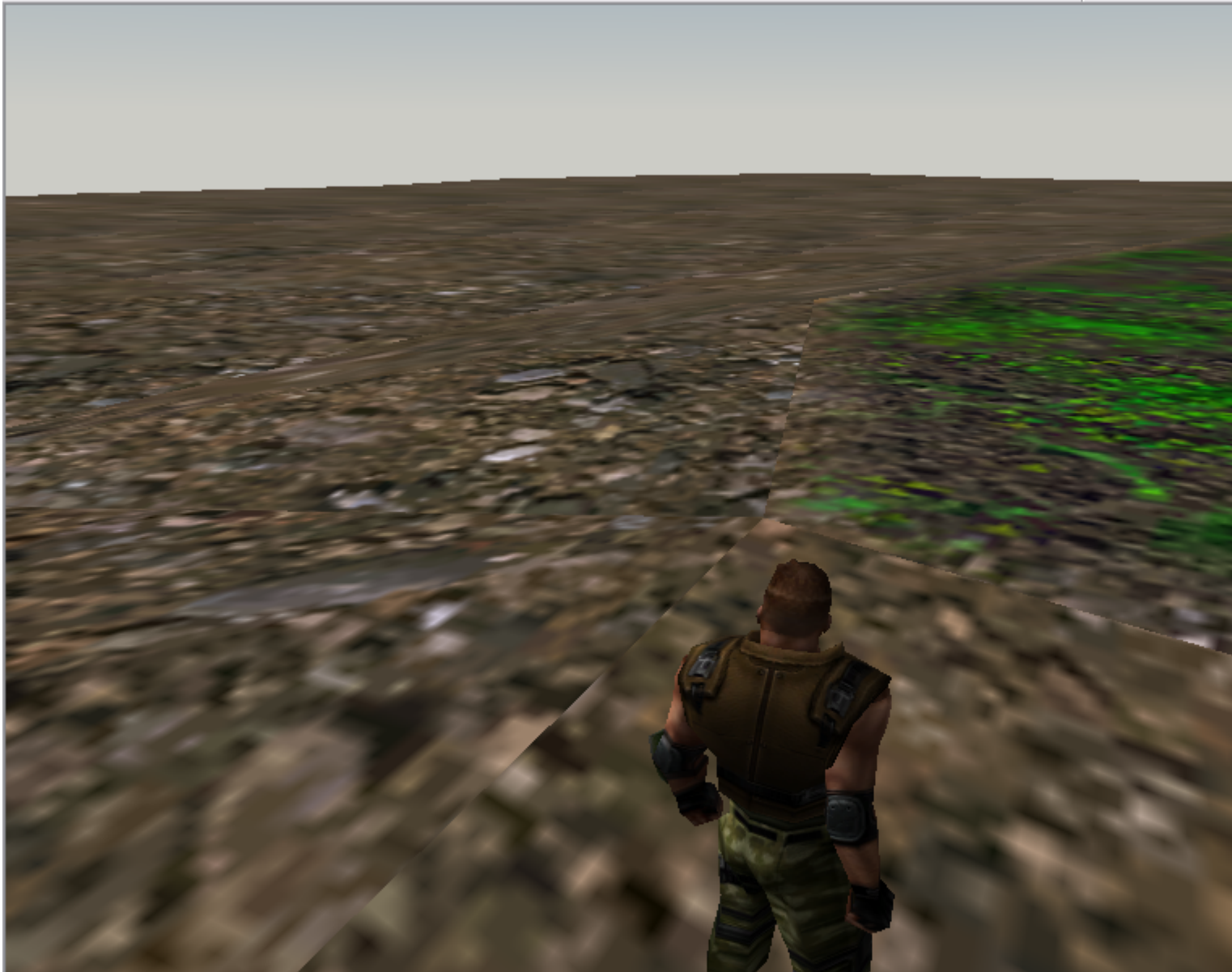
#### File Attachments

1) [lehelp.PNG](#), downloaded 417 times

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# Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\Tutorial\H\_A\_A0B2.W3D  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\H\_A\_A0B2.W3D  
Attempting to load: Always\Characters\Anims\H\_A\_A0B2.W3D

Ready

Tutorial

