Subject: Re: Alpha blending.
Posted by mrÃ£Ã§Ä·z   on Mon, 06 Jul 2009 08:30:58 GMT

For single Textures, like fences, lamps etc you need to change

Blend Mode to Alpha Blend. (On Shaders Tab). About the Vertex paint, i also cant get it work in 3DS MAX. i really need it for my Campaign.

Toggle Spoiler