
Subject: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 02:07:48 GMT

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Can anyone tell me if its possible, as well as how to do it, I want to blend 3 textures, I have my mountains as base and im blending in my grass ect, I got it all setup but I want to blend in a tiberium field ontop of the grass is that possible?

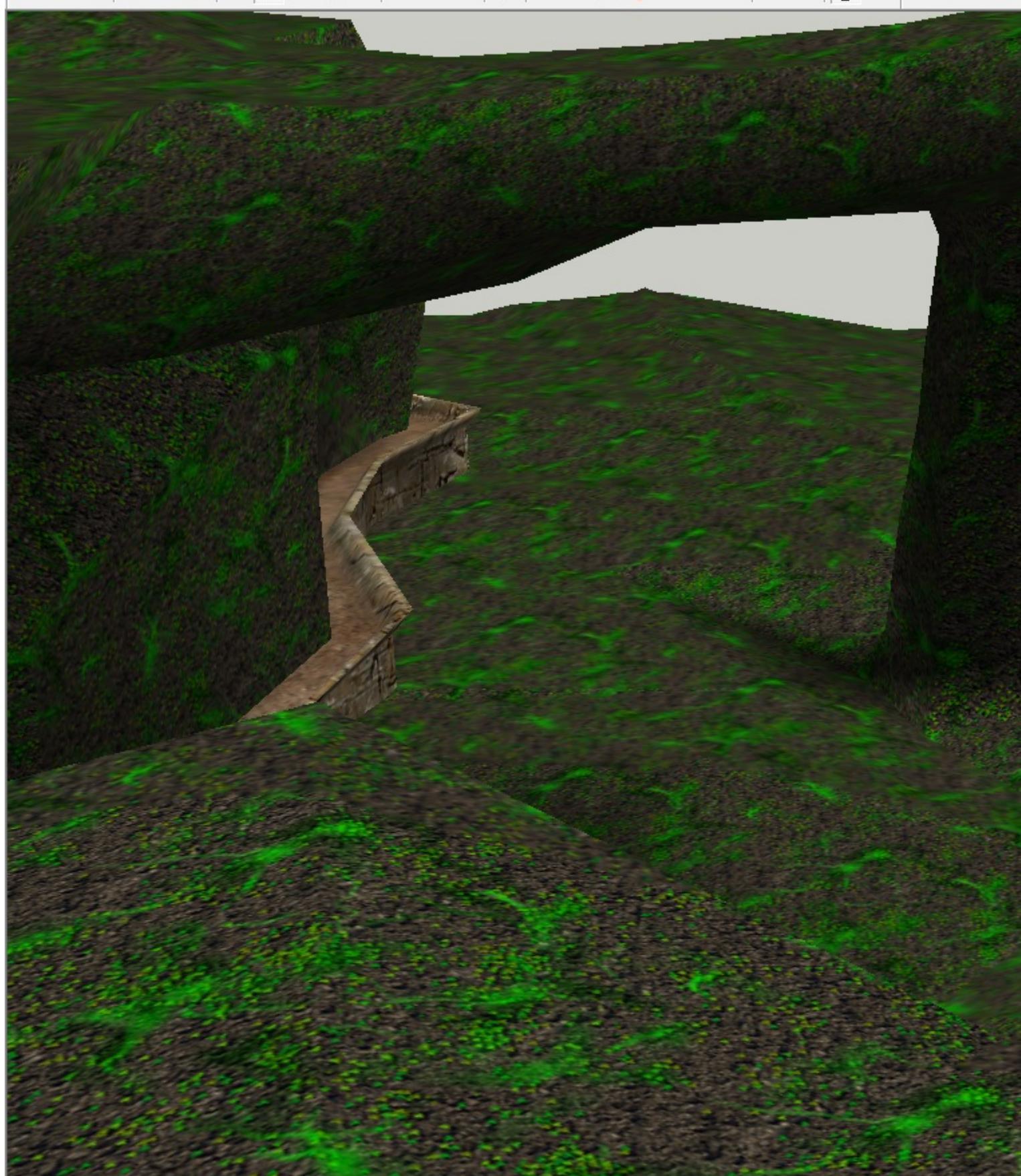
This was my first attempt that changed my whole map lol.

File Attachments

1) [as.jpg](#), downloaded 1041 times

s.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Generating Solve for Mesh: REF_TIB_DUMP.TIB_DUMP_ARM_L

Generating Solve for Mesh: REF_TIB_DUMP.REF_TIB_DOOR

TimeManager::Update: warning, frame 31317 was slow (8692 ms)