Subject: C&C\_DesertTunnels Released Posted by gendres on Thu, 13 Nov 2003 15:05:20 GMT View Forum Message <> Reply to Message

Well that's the problem, you need to use black. The Alpha Blended textures will appear blended only in W3D viewer or in the game, but not in gmax.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums