Subject: Andy's Alpha Blending problem
Posted by Deactivated on Tue, 03 Aug 2004 13:19:08 GMT
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TFWxANDY Okay, i have been having alot of trouble with one of the maps I have been making.
I have been trying to alpha blend one texture with another.
I followed this tutorial and for some reason, it only works to a certain extent.
I have gone step by step many times with this tutorial, and still, the same problem.

The alpha blend doesn't show in RenX, but after I have exported, it appears in the w3d viewer.
But, just when you think it will appear in the CLE, it doesn't.

Can anybody help?

Subject: Andy's Alpha Blending problem
Posted by PermaGrin on Tue, 03 Aug 2004 14:36:37 GMT
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Delete the object in Le then re"make" it.

This happened to me very time I opened on of my maps. Alot of the terrain was alpha blended
and the "blended" part always appeared black. So I deleted the terrain and just hit "make" again
and It workd fine. Plus make sure the texture that is appearing as black is in the mod folder.

Subject: Andy's Alpha Blending problem
Posted by WNxCABAL on Tue, 03 Aug 2004 15:44:41 GMT
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LOL, thanks Seaman for posting

Thanks PermaGrin, I will try this out later.

Andy.

Subject: Andy's Alpha Blending problem
Posted by WNxCABAL on Tue, 03 Aug 2004 16:00:46 GMT
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agh your a star,
thanks alot

Subject: Andy's Alpha Blending problem
Posted by Spice on Tue, 03 Aug 2004 17:01:02 GMT
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Go to the Matieral Editor on the peice of mesh your blending and change the specular and diffuse to white or lighter grey. That should fix your problem.

Subject: Andy's Alpha Blending problem
Posted by YSLMuffins on Wed, 04 Aug 2004 22:29:52 GMT
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............OR, just compute the vertex solve.

Subject: Andy's Alpha Blending problem
Posted by WNxCABAL on Thu, 05 Aug 2004 18:07:27 GMT
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is it possible to blend more than 1 texture to another?

Cheers,

Andy.

Subject: Andy's Alpha Blending problem
Posted by PermaGrin on Thu, 05 Aug 2004 18:44:26 GMT
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^^ No. Atleast that was the answer I was given long ago.

Subject: Andy's Alpha Blending problem
Posted by icedog90 on Thu, 05 Aug 2004 21:03:33 GMT
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It isn't possible to use more than one alpha blend on one mesh. You detach vertices to use multiple alpha blends.

YSLMuffins............OR, just compute the vertex solve.

Everyone who makes a level should Compute Vertex Solve. It makes the lighting SO much better, and develops shadows.