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Subject: RenX question

Posted by [metalfej](#) on Thu, 16 Mar 2006 18:49:22 GMT

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How can I make Alpha-Blending?

Help me please

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Subject: Re: RenX question

Posted by [Oblivion165](#) on Thu, 16 Mar 2006 19:22:25 GMT

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<http://renhelp.laeubi-soft.de/index.php?tut=3>

That should get you set.

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Subject: Re: RenX question

Posted by [JeepRubi](#) on Fri, 17 Mar 2006 00:33:43 GMT

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In material editor make 2 passes, the first one is the one that will be the blending texture, the second one is your base texture. On pass two in shader, change the blend mode to alpha blend. To blend the textures, select the vertices that you want to be the blending texture, in the surface properties on the side bar make them black. Don't forget to check the box "VAlpha" in the w3d settings.

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