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Subject: Help w/ questions please.

Posted by [MoDMaNiA](#) on Thu, 17 Apr 2003 23:11:08 GMT

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im makin a map, i have the ground, and i have the cement on the same place as the ground, what i mean is, i have two planes on each other, but ones bigger than the other, and they like show both textures in game, ya know what i mean. how would i go about fixing this? is there a option that ignores background or something? because boolean doesn't seem to be helping me with this and i dont really see another way around it.

Thx.

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Subject: Help w/ questions please.

Posted by [Sir PhoeniX](#) on Thu, 17 Apr 2003 23:15:44 GMT

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Bring the plane with the cement texture on it a little higher, or use boolean to cut the hole out of the ground just slightly smaller than the cement plane...

Hmmm... Did you put transparency/alpha shading on it?

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Subject: Help w/ questions please.

Posted by [MoDMaNiA](#) on Thu, 17 Apr 2003 23:22:56 GMT

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kk got it workin, thanks Pheonix, hey since im talkin to ya, whatever happened to my mod proposition? am in it or what's goin on here?

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