
Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Sat, 29 Jun 2002 00:48:00 GMT

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Yes I think it is, but I haven't done it. Use the Shader options...like Add, Multiply, Blend. Otherwise if you are going to do three alpha blend like...grass-rock-snow... I would split up the object in separate elements and assign the material to an individual element. Using the Black for the similar texture between each. Does that make sense? Grass - (Rock-Black) - Snow The reason I like using elements better is to keep the UVW modifier the same for every texture. [June 28, 2002, 12:53: Message edited by: Ingrownlip]
