Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 12:13:00 GMT
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quote:Originally posted by xRUSSx:Yeah, you will notice that the footblock in front or the AGT is not level with the groubd as well (floating). I usually just remove all that stuff (footblocks and barb wire). For the most part, I am just using that map template to practice making maps (terrain, texturing, alpha blending, etc.), but we will all have to wait until WW releases the levels (without the bugs, and with the missing details of how to do certain things), before we can get the results we are looking for.Oh, they are releasing the .gmax files? I thought it was only going to be .w3d *crosses fingers*Have you gotten alpha blending to work?