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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?

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