
Subject: Material Help?!

Posted by [Burn](#) on Tue, 28 Dec 2004 16:20:21 GMT

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I'm coming to a few difficulties when it comes to material editing. For my next map, I'd like each base to be surrounded by a wall with a fence on top of it, just like in the default C&C_Canyon map. I have the wall itself down, but now I'm having some problems with the fence.

In RenX, I applied the fence material to a flat plane and when I uploaded that in the Commando Editor, I get this:

Can someone tell me how I can get that black part of the material to be invisible so it looks more like a fence? How should I set my material settings for it in RenX?

Any help would be again appreciated. Thanks.
