Posted by Sanada78 on Sat, 19 Apr 2003 18:54:33 GMT
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I was told that when you Alpha-Blend a texture you put the one your going to Alpha-blend in Pass Count 1 and the main texture in Pass Count 2. I do this and this is what result I get:

http://www.n00bstories.com/image.fetch.php?id=2121669381

I haver tried it the other way round with the main texture as Pass Count 1 and Alpha-Blend as Pass Count 2 but the texture being used for Alpha-Blend seems to be displayed even though "Display" was never set for that texture.