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Subject: Alpha-Blending texture goes wrong  
Posted by [Sanada78](#) on Sat, 19 Apr 2003 21:22:50 GMT  
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Right I have got the Alpha-Blend to work but somehow it's got it the wrong way round . See pic

<http://www.n00bstories.com/image.fetch.php?id=1429251127>

It seems that the Alpha-Blend texture has become the Opaque texture and vice versa. The Opaque texture was the one set on "Display" so I can't understand how this happened.

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