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Subject: Re: I would like some trees like the one's in the woods today.

Posted by [JeepRubi](#) on Sun, 18 Jun 2006 12:14:55 GMT

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From what i know you only need one texture. After you have everything selected in your graphic editing program save it as a .tga, in RenX set that as your pass 1 texture. Go into shader and change the blend mode from opaque to alpha test then apply. Export your tree to the w3d veiwer to see if it worked.

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