

---

Subject: Alpha\_Blend Texture Appears Through Same Texture

Posted by [SomeRhino](#) on Sun, 22 Jun 2003 03:01:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you're looking at that through W3D Viewer, then try it in Renegade and see what you get. W3D Viewer is graphically buggy. If it is in Renegade, use something called "static sorting level." Aircraftkiller always mentions that, but I keep forgetting to check it out for myself.

---