Subject: Alpha_Blend Texture Appears Through Same Texture
Posted by Sanada78 on Sun, 22 Jun 2003 12:58:08 GMT

View Forum Message <> Reply to Message

YSLMuffinsIs it a 2 pass material? Are you trying to alpha blend two textures or get a window to be transparent?

The texture is a one pass material. It's two sided with Alpha-Blend selected and static sorting level