
Subject: Alpha_Blend Texture Appears Through Same Texture
Posted by [General Havoc](#) on Mon, 23 Jun 2003 08:26:40 GMT

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When I made transparent windows on a model of madtones I detached the polygons that made up the windows and then textured them with the same texture that their meant to have on them. I did a single pass count and then selected a custom blend mode. In the two boxes I selected "One" and "Src Alpha". It's always best to detach transparent polygons if possible as alphablending tends to screw up the texturing when using a transparent texture with a normal one.

_General Havoc
