Posted by boma57 on Sun, 27 Jul 2003 23:35:14 GMT
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Make sure that:

1. You have an Alpha channel in your paint program before saving, and that your save settings allow you to retain that alpha channel.
2. In RenX, the materials blend mode (under the Shader tab) setting is set to Alpha Blend.
3. In the tools menu, under W3D Settings, VAlpha is checked.