
Subject: Is there a tut on how to multiblend textures?
Posted by [SomeRhino](#) on Wed, 30 Jul 2003 04:52:52 GMT
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The Renegade W3D engine cannot tri-blend textures. The problem you have is with the lighting. Set the ambient light in W3D Viewer to completely white if you want to see how it looks in-game. After you do the light solve in Level Edit, it will match the vertex's lighting for each mesh so you don't get those edges.
