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Subject: Re: Transparent mesh backfaces

Posted by [saberhawk](#) on Sat, 13 Dec 2008 23:37:47 GMT

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R315r4z0r wrote on Sat, 13 December 2008 17:32: Is it possible to make it so that the backfaces that overlap on this mesh don't get darker?

<image removed>

The texture itself isn't a solid color, more like a bunch of numbers and lines... but for some reason it gets darker when it is viewed through itself.

Is there a way to correct that?

No, it gets darker by design. That is how alpha-blending works...

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