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Subject: Re: Alpha Blending, DLLs  
Posted by [Di3HardNL](#) on Mon, 27 Apr 2009 05:59:10 GMT  
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When you want to give the second mesh a texture first click on 'Make new Renegade material'

Like in my screenshot

### File Attachments

1) [renxscreenshot.PNG](#), downloaded 107 times

