

---

Subject: Radeon 9800 and Multi-pass textures

Posted by [YSLMuffins](#) on Sun, 17 Aug 2003 00:50:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.n00bstories.com/image.view.php?id=1147036193>

I'm having this problem with multi-pass alphablended textures. The screen corruption occurs whenever the left side of the screen gets close to the mesh. :-\ Does anyone know what I must do to fix this?

---