Subject: Re: RenX Help
Posted by SSIDJTHED on Thu, 17 Sep 2009 00:07:49 GMT

Blazea58 wrote on Tue, 15 September 2009 21:08You can do it several ways it just depends how you want it to look.   One of the easier ways is to just change shader type to Screen or multiply and your texture will turn transparent. With multiply it will be darker and less see through.

Few other ways but i cant remember off hand.

Ok, but where can i change the shaders?