Subject: Blend Mode For Tree Leaves
Posted by Sanada78 on Fri, 05 Sep 2003 00:43:47 GMT

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Which blend mode and settings do I use to create the proper affect with the tree leaves? I have converted the tree files from the always.dat and I'm placing them in my map. I've tried Alpha-Test but it doesn't work because of the texture type. Alpha-Blend only makes it go transparent.