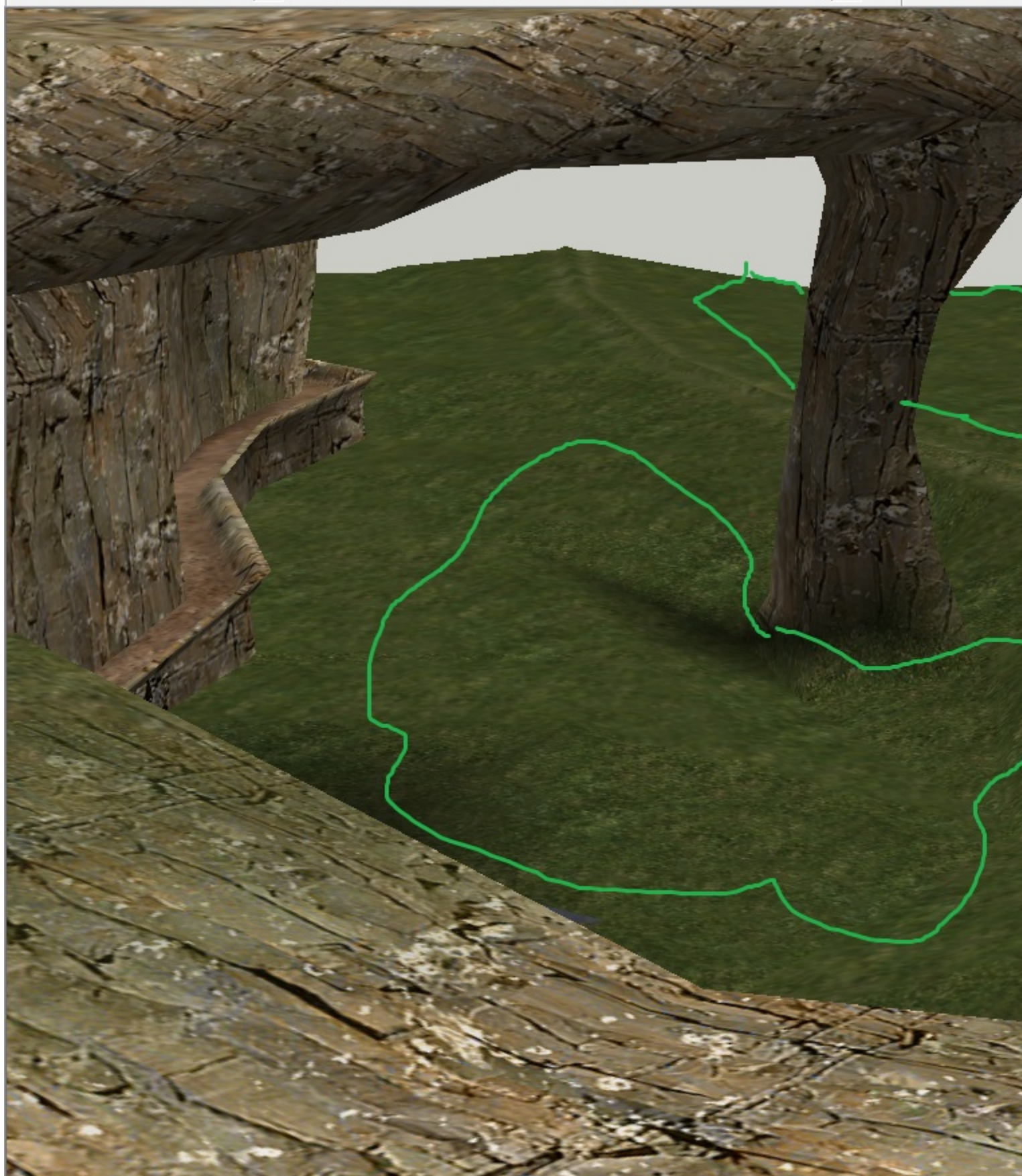

Subject: Re: Blending 3 textures
Posted by [c0vert7](#) on Fri, 18 Jan 2013 02:10:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is what its suppose to be, I put some green shapes where I want the tiberium fields

File Attachments

1) [as.jpg](#), downloaded 1018 times



Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\characters\gdi mini-gunner\FullMoon.tga
Attempting to load: C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\characters\FullMoon.tga
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\Test\EditorCache\20_gdi_wall01.tga - only 24 and 32 bit formats should be