Subject: Re: Blending 3 textures
Posted by c0vert7 on Fri, 18 Jan 2013 02:10:51 GMT
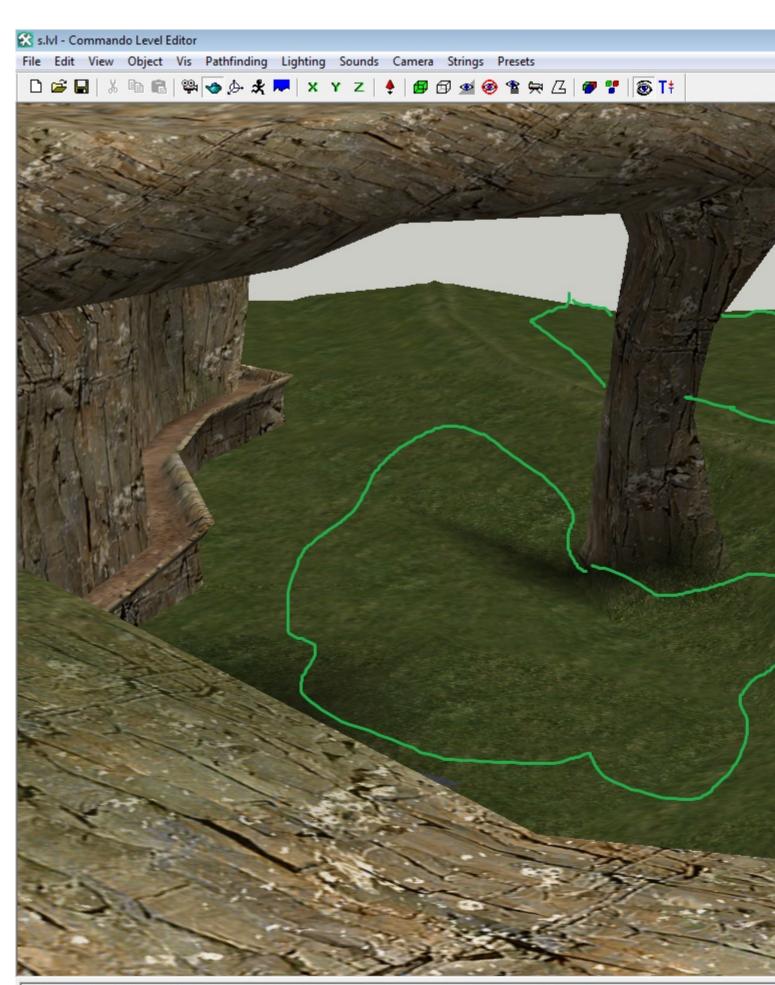
This is what its supose to be, I put some green shapes where I want the tiberium fields

File Attachments
1) as.jpg, downloaded 572 times

File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

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