
Subject: Re: Blending 3 textures

Posted by [c0vert7](#) on Fri, 18 Jan 2013 02:10:51 GMT

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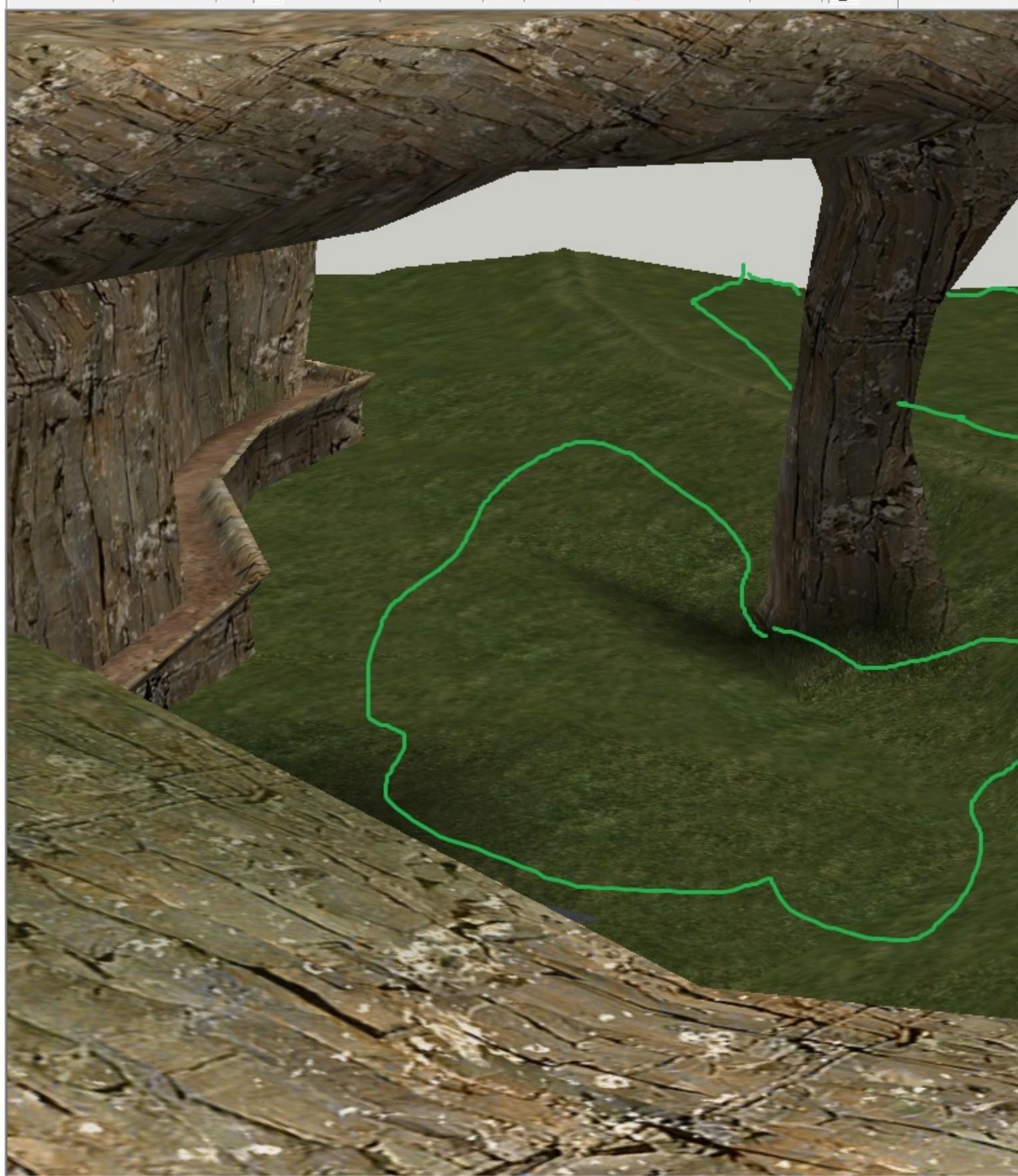
This is what its suppose to be, I put some green shapes where I want the tiberium fields

File Attachments

1) [as.jpg](#), downloaded 820 times

s.lvl - Commando Level Editor

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\EditorCache\20_gdi_wall01.tga - only 24 and 32 bit formats should be