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Subject: Water Fall Effect Problem

Posted by [Aircraftkiller](#) on Wed, 08 Oct 2003 16:45:03 GMT

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The texture has an alpha channel that is enabled when you turn on the alpha blend option.

The texture that W3D Viewer is seeing is a different version than what actually exists in Renegade. Modify the Renegade texture and remove its alpha channel, or modify your UV mapping to use the alpha channel as the blending area you desire.

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