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Subject: Alpha Blend problem

Posted by [Aircraftkiller](#) on Sat, 14 Feb 2004 18:00:18 GMT

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Check and make sure that you've actually made the mesh as VAlpha. Make sure it's on alpha blend, too. Either of these being off means it turns completely black.

Also, check the blending material - if it's totally black in color, for each of the three colors (Emissive, diffuse, ambient) then it will appear totally black in-game or in the editor.

If you've done everything correctly, use the Instances tab and roll out the terrain preset to hide any specific mesh that needs to be hidden from the vertex solve.

Go to Lighting > Compute Vertex Solve, check occlusion and let it chug away. If it's still black, you did something wrong in Max.

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