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Subject: trans

Posted by [Oblivion165](#) on Sat, 17 Apr 2004 07:37:38 GMT

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why i the non-black colors kinda transparent? all of my rails are semi0see through. Im using screen, what should i use?

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Subject: trans

Posted by [Spice](#) on Sat, 17 Apr 2004 07:52:04 GMT

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dont make them just a flat mesh. Check your transparency in the material editor.

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Subject: trans

Posted by [Genocide](#) on Sat, 17 Apr 2004 10:28:41 GMT

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First of all if you want certain parts of the texture to be totally transparent you need to make an alpha mask.

Just look for tutorial's online on "Alpha Channeling" and im sure you will understand more about it, after you have done the alpha process set the shader to Alpha Test.

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Subject: trans

Posted by [Dante](#) on Thu, 22 Apr 2004 06:09:11 GMT

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... do it right, check the tutorials on renhelp.co.uk, it will fix your problems...

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