Subject: textures... questions
Posted by Anonymous on Tue, 19 Nov 2002 17:15:00 GMT
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1. if a texture such as the fan texture is surrounded by black that is supposed to be transparent, how do i make this transparent???2. How do i make animated textures(IE: nightvision)???3.how do iproperly make a texture reflective???

Subject: textures... questions
Posted by Anonymous on Tue, 19 Nov 2002 17:31:00 GMT
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1. http://mods.cncrenegade.com/somerhino/actut.html2. Be more specific. Scrolling? Fram-by-frame?3. If you want the object to reflect light, find ACK's post that was here a while back. If you want terrain to reflect terrain, then reply and I'll tell you.

Subject: textures... questions
Posted by Anonymous on Tue, 19 Nov 2002 17:35:00 GMT
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frame by frame, thnx

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Posted by Anonymous on Wed, 20 Nov 2002 01:04:00 GMT
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also something about an alpha channel, thats like the last few bits of a TGA telling the computer that a TGA has transparent,mirror or whatever type effects. (I think)