Subject: Alpha blending textures
Posted by JeepRubi on Thu, 15 Sep 2005 22:05:38 GMT
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Im making a map and in trying to alpha blend some textures i follow the tutorial on
www.renhelp.co.uk exactly but every time i export it to level edit it is perfectly black and the only
way i can see anything is to convert it to mesh.
Can anyone help?

Subject: Re: Alpha blending textures
Posted by Oblivion165 on Thu, 15 Sep 2005 22:07:49 GMT
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Vertex light solve

It will set you up right nice.

Subject: Re: Alpha blending textures
Posted by JeepRubi on Thu, 15 Sep 2005 22:30:05 GMT
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uummmm????
is that in level edit or ren x? and also how do i find it?

Subject: Re: Alpha blending textures
Posted by Oblivion165 on Thu, 15 Sep 2005 23:34:38 GMT
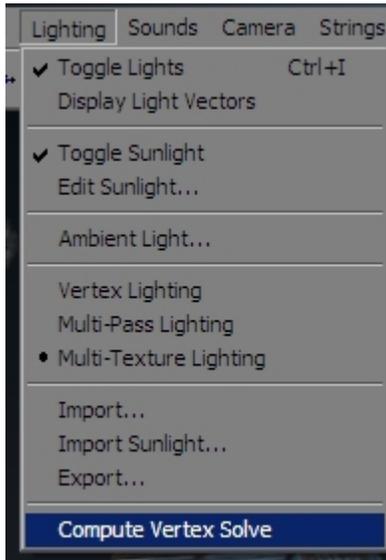View Forum Message <> Reply to Message

EDIT: Opps i ment to use the cropped one. Sorry about the huge image.

File Attachments
1) Clipboard01.jpg, downloaded 605 times

Lighting Sounds Camera Strings

✔ Toggle Lights .... Ctrl+I
   Display Light Vectors

✔ Toggle Sunlight
   Edit Sunlight...

   Ambient Light...

   Vertex Lighting
   Multi-Pass Lighting
● Multi-Texture Lighting

   Import...
   Import Sunlight...
   Export...

   Compute Vertex Solve

Subject: Re: Alpha blending textures
Posted by JeepRubi on Fri, 16 Sep 2005 00:32:50 GMT
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oh thank you ......
by the way whatever that is looks really cool

Subject: Re: Alpha blending textures
Posted by Oblivion165 on Fri, 16 Sep 2005 00:43:28 GMT
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TY, its an old map i made. The people i played it with didnt like how he lava would slowy rise and
fall. (the lava would get high enough that it would cover the walkway from reactor to reactor and
get on the bottom floor. So if you werent high enough, you died.)

Subject: Re: Alpha blending textures
Posted by JeepRubi on Fri, 16 Sep 2005 01:21:39 GMT
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O.O thats awesome if u send it to me ill play it with you

oh and what you said works but instead of getting 2 textures i get a texture and a coulour

Oblivion165 wrote on Thu, 15 September 2005 18:34EDIT: Opps i ment to use the cropped one.
Sorry about the huge image.

---

if you had croped it first i wouldnt have seen ur cool thingy

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Subject: Re: Alpha blending textures
Posted by Oblivion165 on Fri, 16 Sep 2005 02:17:39 GMT
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Jeep Rubi wrote on Thu, 15 September 2005 21:21O.O thats awesome if u send it to me ill play it with you

oh and what you said works but instead of getting 2 textures i get a texture and a coulour

Oblivion165 wrote on Thu, 15 September 2005 18:34EDIT: Opps i ment to use the cropped one. Sorry about the huge image.

if you had croped it first i wouldnt have seen ur cool thingy
Maybe sometime, too tired now

(Im guessing the color is red)
Things i would check for:

1. Make sure that [X] VAlpha is checked (I always forget to do that!)

2. That the two textures are in your mod folder (See if its just not reading it from Always.dat)

Hmm other than that i would say go through all the steps on the tutorial again.