Subject: can u have more than 2 passes and different materials on all
Posted by Anonymous on Sun, 05 Jan 2003 07:27:00 GMT
View Forum Message <> Reply to Message

I'm trying to make a desert island kinda map but the whole island structre is 1 plane lol. Is there any way i can have a rocky material for cliffs, 2 types of sand for beach and detail and some grass cause all islands should have more than 1 sand and grass   but how do i do that with vertex paint? i can easily do it with 2 but idduno how with moreplz help. [January 05, 2003, 07:28: Message edited by: SOSToasty]

Subject: can u have more than 2 passes and different materials on all
Posted by Anonymous on Sun, 05 Jan 2003 09:05:00 GMT
View Forum Message <> Reply to Message

Select the polygons in the different areas, then right click and detach.So that way you can have a group of polys that blend from sand to grass, another from grass to rock, etc.

Subject: can u have more than 2 passes and different materials on all
Posted by Anonymous on Mon, 06 Jan 2003 10:34:00 GMT
View Forum Message <> Reply to Message

yeah - do it the way Taxmies says - Renegade hates multiple passes if you do them wrong...

Subject: can u have more than 2 passes and different materials on all
Posted by Anonymous on Tue, 07 Jan 2003 10:38:00 GMT
View Forum Message <> Reply to Message

Yes, Detaching as a seperate element is the best way.

Subject: can u have more than 2 passes and different materials on all
Posted by Anonymous on Tue, 07 Jan 2003 11:16:00 GMT
View Forum Message <> Reply to Message

the reason: most hardware doesnt support more then 2 layers per object that is rendered. if u want more, Renegade's engine MUST render the same object 2x, with alphablending for the second pass (in code that is). but u cant tell it to perform real multirender passes... so make 2 objects

---