
Subject: Alpha Blending, DLLs

Posted by [The Party](#) on Sun, 26 Apr 2009 22:26:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Okay I need some RenX help, when I make a plane (with a sand texture or any texture really) and then select some polygons and then tell it to detach so I have a whole new plane, (then I try to make it a tib field it changes the other planes texture so that they are both tib field.

So my question is how do I modify the new plane without changing the old one. I used to be able to do it, but now I can't.

Also does anybody know where I can get CPU Killers scripts .dlls?

Subject: Re: Alpha Blending, DLLs

Posted by [Di3HardNL](#) on Mon, 27 Apr 2009 05:59:10 GMT

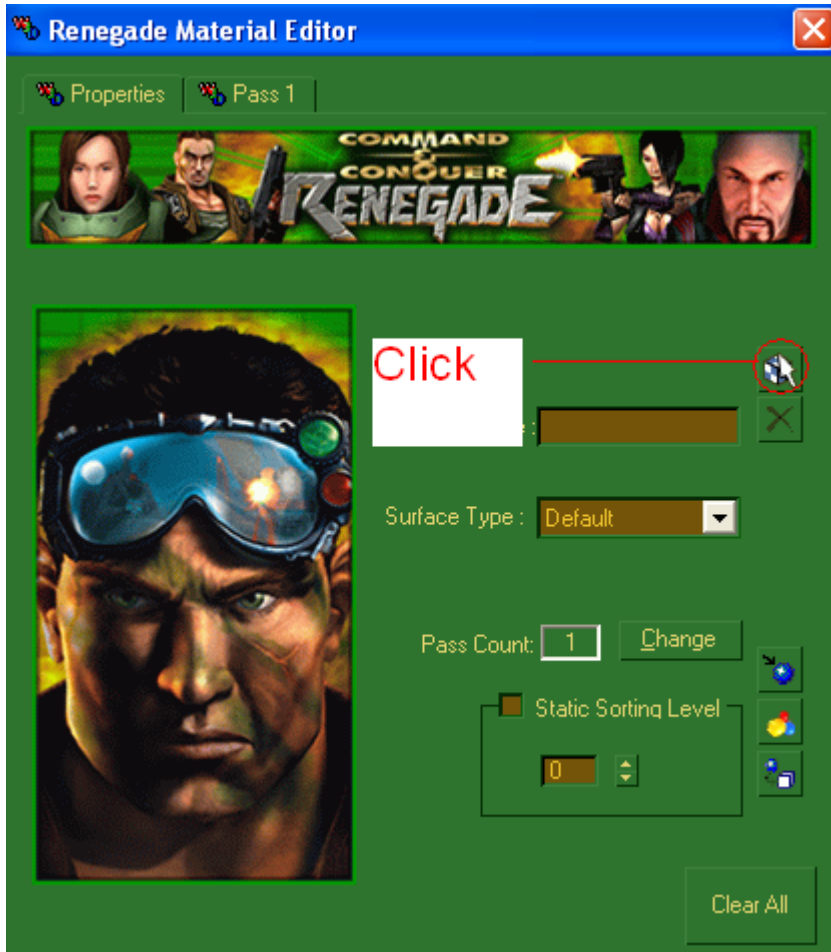
[View Forum Message](#) <> [Reply to Message](#)

When you want to give the second mesh a texture first click on 'Make new Renegade material'

Like in my screenshot

File Attachments

1) [renxscreenshot.PNG](#), downloaded 108 times



Subject: Re: Alpha Blending, DLLs
Posted by [_SSnipe_](#) on Mon, 27 Apr 2009 07:49:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Check PM, I zipped them up all

For everyone else,

Source:

<http://www.mirror-service.org/sites/download.sourceforge.net/pub/sourceforge/c/cp/cparentools/>

File Attachments

1) [CPU Killers Scripts.rar](#), downloaded 61 times

Subject: Re: Alpha Blending, DLLs
Posted by [The Party](#) on Mon, 27 Apr 2009 15:43:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks to both of you, I figured this out last night.

Subject: Re: Alpha Blending, DLLs
Posted by [_SSnipe_](#) on Mon, 27 Apr 2009 20:29:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Let me ask, what does CPU killers scripts do?

Subject: Re: Alpha Blending, DLLs
Posted by [The Party](#) on Tue, 28 Apr 2009 15:38:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't know them all they just add some more scripts, many of them has nice AI bot fixes and things like CPU_Neo_Vehicle_AI and plenty of nice building controller scripts.
