
Subject: RenX Help

Posted by [SSIDJTHED](#) on Wed, 16 Sep 2009 00:45:08 GMT

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I need some help, in my RenX, I need help finding a way to make this window transparent... Guys got any ideas how?

Subject: Re: RenX Help

Posted by [Blazea58](#) on Wed, 16 Sep 2009 04:08:15 GMT

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You can do it several ways it just depends how you want it to look. One of the easier ways is to just change shader type to Screen or multiply and your texture will turn transparent. With multiply it will be darker and less see through.

Few other ways but i cant remember off hand.

Subject: Re: RenX Help

Posted by [Gen_Blacky](#) on Wed, 16 Sep 2009 05:56:22 GMT

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Opaque:

The map or color in its normal state with No Alpha opacity, and No blended overlay.

Add:

Looks at the color information in each channel and brightens the base color reflecting the colors behind it, creating the effect of an additive overlay. It creates an opacity value based on the grayscale levels of the map.

Multiply:

Looks at the color information in each channel and multiplies the base color by the blend color. The result color is always a darker color. Multiplying any color with black produces black. It creates an opacity value based on the inverted grayscale levels of the map. (Blacks are opaque, whites are transparent)

Multiple and Add:

Multiplies the base colors by themselves, lights become brighter, darks become darker. It creates an opacity value based on the inverted alpha levels of the map. (Blacks are opaque, whites are transparent)

Screen:

Similar to Add but not burning the brightness levels as much. It creates an opacity value based on the grayscale levels of the map.

AlphaBlend:

The map or color in its normal state, If the map contains an alpha channel, it uses the alpha channels grayscale values to establish the opacity of the map.

AlphaTest:

The map or color in its normal state, If the map contains an alpha channel, it uses the alpha channel to establish the opacity of the map however, it adjusts the threshold of the alpha channel to make it higher in contrast, no grays just black and white, resulting in harsher edges in the opacity.

AlphaTest and Blend:

Combines aspects from AlphaTest and Alphablend.

looks in the how to folder in renegade public tools

Subject: Re: RenX Help

Posted by [SSIDJTHED](#) on Thu, 17 Sep 2009 00:07:49 GMT

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Blazea58 wrote on Tue, 15 September 2009 21:08 You can do it several ways it just depends how you want it to look. One of the easier ways is to just change shader type to Screen or multiply and your texture will turn transparent. With multiply it will be darker and less see through.

Few other ways but i cant remember off hand.

Ok, but where can i change the shaders?

Subject: Re: RenX Help

Posted by [ErroR](#) on Thu, 17 Sep 2009 07:28:07 GMT

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shader tab, near the texture tab o.o i always used ADD for windows

Subject: Re: RenX Help

Posted by [SSIDJTHED](#) on Fri, 18 Sep 2009 00:40:14 GMT

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ErroR wrote on Thu, 17 September 2009 00:28 shader tab, near the texture tab o.o i always used ADD for windows

ok... but whats the ADD button? Im kinda new ad RenX

Subject: Re: RenX Help

Posted by [ErroR](#) on Fri, 18 Sep 2009 05:51:56 GMT

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SSIDJTHED wrote on Fri, 18 September 2009 03:40:00: shader tab, near the texture tab o.o i always used ADD for windows

ok... but whats the ADD button? Im kinda new ad RenX
it's not a button it's a option in the drop down menu

Subject: Re: RenX Help

Posted by [Gen_Blacky](#) on Fri, 18 Sep 2009 22:02:28 GMT

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go to the how to folder in the renegade public tools folder and renhelp they will tell you everything you need to know.
