
Subject: RenX hates me..

Posted by [bigwig992](#) on Sat, 19 Apr 2003 06:40:18 GMT

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I'm pretty 99% sure I'm doing everything right, but why the hell is my alpha blending not coming out? The "painted on texture" (pass 1) always consumes my entire mesh. Yes, i did vertex coloring making it black and all. Am i missing something under pass 2? I have the two top colors for shading set to white. I have alpha blend on, and a 2nd pass texture. This is pissing me off, its delaying Chicken Mod Beta 3 for all your chicken mod fanatics out there (right?). Help me out, before I put a baseball bat through this monitor. [/list]

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Posted by [bigwig992](#) on Sat, 19 Apr 2003 06:58:32 GMT

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Heres some shots.

Heres the first pass showing that I have pass 1 texture.

<http://www.n00bstories.com/image.fetch.php?id=1795429936>

Pass 2 vertex material...

<http://www.n00bstories.com/image.fetch.php?id=1258247510>

Pass 2 Shader...

<http://www.n00bstories.com/image.fetch.php?id=2061651836>

Valpha

<http://www.n00bstories.com/image.fetch.php?id=1793814828>

This is the peice of shit it gives me.

<http://www.n00bstories.com/image.fetch.php?id=1309634311>

Notice how abunch of faces are missing too? How would I go about fixing that?

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Posted by [maytridy](#) on Sat, 19 Apr 2003 14:45:26 GMT

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Hmmm....It looks to me like all the settings are correct. Did you load the level in Commando?
There could be something wrong with the W3D viewer.

Subject: RenX hates me..

Posted by [bigwig992](#) on Sat, 19 Apr 2003 18:40:08 GMT

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Bump.

Subject: RenX hates me..

Posted by [bigwig992](#) on Sun, 20 Apr 2003 01:11:01 GMT

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bigwig992Bump.

Subject: RenX hates me..

Posted by [Doitle](#) on Sun, 20 Apr 2003 04:04:39 GMT

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bigwig992bigwig992Bump.
