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Subject: Alpha-Blending texture goes wrong  
Posted by [Sanada78](#) on Sat, 19 Apr 2003 18:54:33 GMT  
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I was told that when you Alpha-Blend a texture you put the one your going to Alpha-blend in Pass Count 1 and the main texture in Pass Count 2. I do this and this is what result I get:

<http://www.n00bstories.com/image.fetch.php?id=2121669381>

I haver tried it the other way round with the main texture as Pass Count 1 and Alpha-Blend as Pass Count 2 but the texture being used for Alpha-Blend seems to be displayed even though "Display" was never set for that texture.

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Subject: Alpha-Blending texture goes wrong  
Posted by [maytridy](#) on Sat, 19 Apr 2003 19:01:25 GMT  
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Make sure that you check "valpha" in the w3d settings, and you put "Alpha Blend" in the pass 1 shader tab, where it says "opaque".

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Subject: Alpha-Blending texture goes wrong  
Posted by [Sanada78](#) on Sat, 19 Apr 2003 19:02:43 GMT  
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I did that...

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Subject: Alpha-Blending texture goes wrong  
Posted by [mike9292](#) on Sat, 19 Apr 2003 19:09:42 GMT  
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Quote:Make sure that you check "valpha" in the w3d settings, and you put "Alpha Blend" in the pass 1 shader tab, where it says "opaque".  
make sure u put Alpha Blend in PASS 2

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Subject: Alpha-Blending texture goes wrong  
Posted by [maytridy](#) on Sat, 19 Apr 2003 19:12:18 GMT  
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Oops, sorry, my bad. Mike is right, it is pass 2.

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Subject: Alpha-Blending texture goes wrong  
Posted by [mike9292](#) on Sat, 19 Apr 2003 19:43:52 GMT  
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i know it because ive been using alphablending lately

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Subject: Alpha-Blending texture goes wrong  
Posted by [Sanada78](#) on Sat, 19 Apr 2003 21:22:50 GMT  
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Right I have got the Alpha-Blend to work but somehow it's got it the wrong way round . See pic

<http://www.n00bstories.com/image.fetch.php?id=1429251127>

It seems that the Alpha-Blend texture has become the Opaque texture and vice versa. The Opaque texture was the one set on "Display" so I can't understand how this happened.

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Subject: Alpha-Blending texture goes wrong  
Posted by [maytridy](#) on Sat, 19 Apr 2003 21:27:32 GMT  
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Then just switch them. Do not modify any settings. Just put the pass 1 texture in pass 2, and vice-versa.

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