
Subject: Detachment question in renx

Posted by [xpontius](#) on Sun, 01 Jun 2003 05:55:46 GMT

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On my map im tryin to do what i asked before about making my alpha blends seperate surface properties. I got the detachment thing done but i still cant get the dirt part of the island mesh to be dirt without interfering with the tiberiums properties-thus making the tib...dirtlike damage wise. I need to know how to get my tib to be set to tibground surface property and my dirt unaffected and left as a dirt surface property. This is all on one mesh where i detached the tiberium part. Im trying to be as clear as possible k. :eh:

Subject: Detachment question in renx

Posted by [xpontius](#) on Sun, 01 Jun 2003 06:03:10 GMT

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Also does anybody have a tutorial or advice on getting 3 textures blended together? Ive never tried it before and need to know how to get my tib on along with the grass and dirt that ive already blended.

Subject: Detachment question in renx

Posted by [blaxsaw](#) on Sun, 01 Jun 2003 11:35:30 GMT

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As far as i know you cannot do three way blends. but you can use two seperate alpha blends instead. When you assign a material to an object it can only have one surface property for everthing using that material. So if you blend a dirt texture with a tiberium one you have to decide whether you want the surface to be dirt or tiberium. You cant have halve and half.

Create your tiberium field and give it a simple 1 pass tiberium texture with tiberium set as its surface property. Then create a thin border going round your tiberium field. This border should be a separte mesh. Give it a 2 pass material with dirt set to be a background texture and tiberium blended over.

The surface property of this material should be set to dirt.

By this method, the edges of the tiberium field will blend with the dirt .

The dirt will not harm the player like the tiberium will. The tiberium on the edge of the tiberium field will is used to blend the textures together and will not harm the player. Therefore you should keep this border small or the player will have to work out where the real tiberium is (the tiberium that hurts them)

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Posted by [maytridy](#) on Sun, 01 Jun 2003 13:02:57 GMT

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He is correct. Good method.

You cannot blend three materials onto one object in Renx. You can only have 2. If you want 3, you must detach the object or polys and apply a separate material to them.

Subject: Detachment question in renx
Posted by [xpontius](#) on Sun, 01 Jun 2003 17:51:33 GMT
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So i should just cut out a hole and put 2 seperate meshes in? one tib on the inside and one dirt on outside? Im get it halfway kinda

Subject: Detachment question in renx
Posted by [maytridy](#) on Sun, 01 Jun 2003 18:08:41 GMT
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You could do that or:

Just detach the section that you wish to be tiberium. Around the edges, blend the texture that is around the tiberium field (e.g. grass, dirt, etc.) and set the material to tiberium. You should have pretty close damage zones.

Do you follow me?

Subject: Detachment question in renx
Posted by [xpontius](#) on Mon, 02 Jun 2003 16:07:13 GMT
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Kind of glitchy where i detached but its my 2nd time trying it. Thats the last step besides generating sectors before i plan to release and put out ss. Level edit takes up more than a gig of VM and i have to get a friend to do it for me.
