
Subject: Is there a tut on how to multiblend textures?
Posted by [Magic013](#) on Tue, 29 Jul 2003 23:11:06 GMT
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I know how to alpha blend but is there a way to blend more then 2 textures, cuz now i detached the main ground and I'm getting this shade problem.
<http://www.n00bstories.com/image.fetch.php?id=1107685907>
Still, some parts look just fine:
<http://www.n00bstories.com/image.fetch.php?id=1028276989>
(the problem has nothing to do with the percentage of vertex paint)

Subject: Is there a tut on how to multiblend textures?
Posted by [Magic013](#) on Wed, 30 Jul 2003 02:11:46 GMT
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I noticed when I'm moving the terrain 0,05 meter up or down most of the shadows disapear but not all and when I'm moving it any further it will leave huge gaps. So any help with this.

Subject: Is there a tut on how to multiblend textures?
Posted by [SomeRhino](#) on Wed, 30 Jul 2003 04:52:52 GMT
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The Renegade W3D engine cannot tri-blend textures. The problem you have is with the lighting. Set the ambient light in W3D Viewer to completely white if you want to see how it looks in-game. After you do the light solve in Level Edit, it will match the vertex's lighting for each mesh so you don't get those edges.

Subject: Is there a tut on how to multiblend textures?
Posted by [Magic013](#) on Wed, 30 Jul 2003 15:15:19 GMT
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Thx alot, you answer covers about everything.

Subject: Is there a tut on how to multiblend textures?
Posted by [mike9292](#) on Wed, 30 Jul 2003 17:03:54 GMT
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u could detach but i dont think thats want u want

Subject: Is there a tut on how to multiblend textures?

Posted by [Magic013](#) on Wed, 30 Jul 2003 20:21:06 GMT

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I've already detached it, that is causing the shade problem.
