
Subject: Blend Mode For Tree Leaves
Posted by [Sanada78](#) on Fri, 05 Sep 2003 00:43:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Which blend mode and settings do I use to create the proper affect with the tree leaves? I have converted the tree files from the always.dat and I'm placing them in my map. I've tried Alpha-Test but it doesn't work because of the texture type. Alpha-Blend only makes it go transparent.

Subject: Blend Mode For Tree Leaves
Posted by [Laser2150](#) on Fri, 05 Sep 2003 00:46:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try add

Subject: Blend Mode For Tree Leaves
Posted by [Sanada78](#) on Fri, 05 Sep 2003 00:57:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does the same, goes transparent.

Subject: Blend Mode For Tree Leaves
Posted by [YSLMuffins](#) on Fri, 05 Sep 2003 01:03:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

If Alpha blend doesn't work it probably means the texture was screwed up.

Subject: Blend Mode For Tree Leaves
Posted by [Sanada78](#) on Fri, 05 Sep 2003 01:16:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh wait LOL, it's my fault again . I just checked it in Level edit with Alpha-Blend and it works. Once again, the W3D viewers doesn't view it right. I didn't notice this problem before with Alpha-Blended textures.

Subject: Blend Mode For Tree Leaves
Posted by [SomeRhino](#) on Fri, 05 Sep 2003 03:10:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Use Alpha Test now that it's working, alpha blend can cause problems unless you set up sorting.
