
Subject: HELP!!!

Posted by [Theatrrap](#) on Sun, 14 Sep 2003 20:14:53 GMT

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Ok, I have a few problems. :oops:

I can't get pass two textures to show up! I set them up like in the tutorial found on CNCDen written mostly by ACK. I paint it black like it says. When I export it to level editor (because people said it is supposed to be black in RenX) It just shows my pass one texture.

This next question I have already asked and have not tried the suggestions yet (I decided to finish the level rather than try it more) but I am wondering if there is any other good ideas. I tried to do the generate pathfind thing and it said out of memory. One suggestion I got was to use pathfind blockers, add more human pathfind things, and make the camera at -500 Z. Any other good ideas?

My last question is pretty abstract. I would like a working gate that has team preferance (each gate only opens for one team) and is damagable, repairable, and destroyable like a building. (For that part I was wondering something like having the frame of the gate be the building and when it is destroyed just having the door stuck open or something.) For this answer please keep in mind that I have yet to create a building, unit, door, or anything that moves or is used outside of what others have made that I just import into my levels. Keep it basic and simple perhaps with step by step stuff if you have any ideas.

Subject: HELP!!!

Posted by [Griever92](#) on Thu, 18 Sep 2003 19:24:52 GMT

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i can only help you on your First question, but you'll need to tell me your current settings, like what is checked off, etc in RenX. True, it does not show your mixed texture in RenX, it shows the texture that you had on it already.

here is a simple tutorial on how to "Alpha-Blend" http://www.renhelp.co.uk/Tutorials/TUT_Alpha
