Subject: Hmmmm
Posted by Deafwasp on Mon, 24 Mar 2003 23:39:57 GMT
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Is there a way to have a plane vertex painted with 2 textures and one of them still be transparent?

Subject: Hmmmm
Posted by Cpo64 on Tue, 25 Mar 2003 18:50:57 GMT
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Isn't that how the "Realistic Water" from the "Realistic Water Tutorial" done?

Subject: Hmmmm
Posted by Deafwasp on Thu, 27 Mar 2003 05:43:38 GMT
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no

Subject: Hmmmm
Posted by Cpo64 on Thu, 27 Mar 2003 05:55:51 GMT
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 Okay then,