Subject: Andy's Alpha Blending problem
Posted by PermaGrin on Tue, 03 Aug 2004 14:36:37 GMT
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Delete the object in Le then re"make" it.

This happened to me very time I opened on of my maps. Alot of the terrain was alpha blended and the "blended" part always appeared black. So I deleted the terrain and just hit "make" again and It workd fine. Plus make sure the texture that is appearing as black is in the mod folder.