
Subject: Andy's Alpha Blending problem

Posted by [icedog90](#) on Thu, 05 Aug 2004 21:03:33 GMT

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It isn't possible to use more than one alpha blend on one mesh. You detach vertices to use multiple alpha blends.

YSLMuffins.....OR, just compute the vertex solve.

Everyone who makes a level should Compute Vertex Solve. It makes the lighting SO much better, and develops shadows.
