Subject: Alpha_Blend Texture Appears Through Same Texture
Posted by Sanada78 on Mon, 23 Jun 2003 08:23:35 GMT

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alpha-blended texture so you don't see the texture error. It was a Tiberium Silo with a hollow interior so I just filled in with a mesh and set it as Tiberium. Sorry about the image size, it's just I'm on 56K. Anyway thanks for all of your help.