
Subject: Alpha Blending

Posted by [The Party](#) on Mon, 27 Apr 2009 19:48:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there a better way to create nice buffered alpha blend layer around detached items like tib fields? I did the textures in RenX and used the Vertex pain tool.

It looks okay but when I go into LE it sucks.

So how can I perfect my technice and do this better?

File Attachments

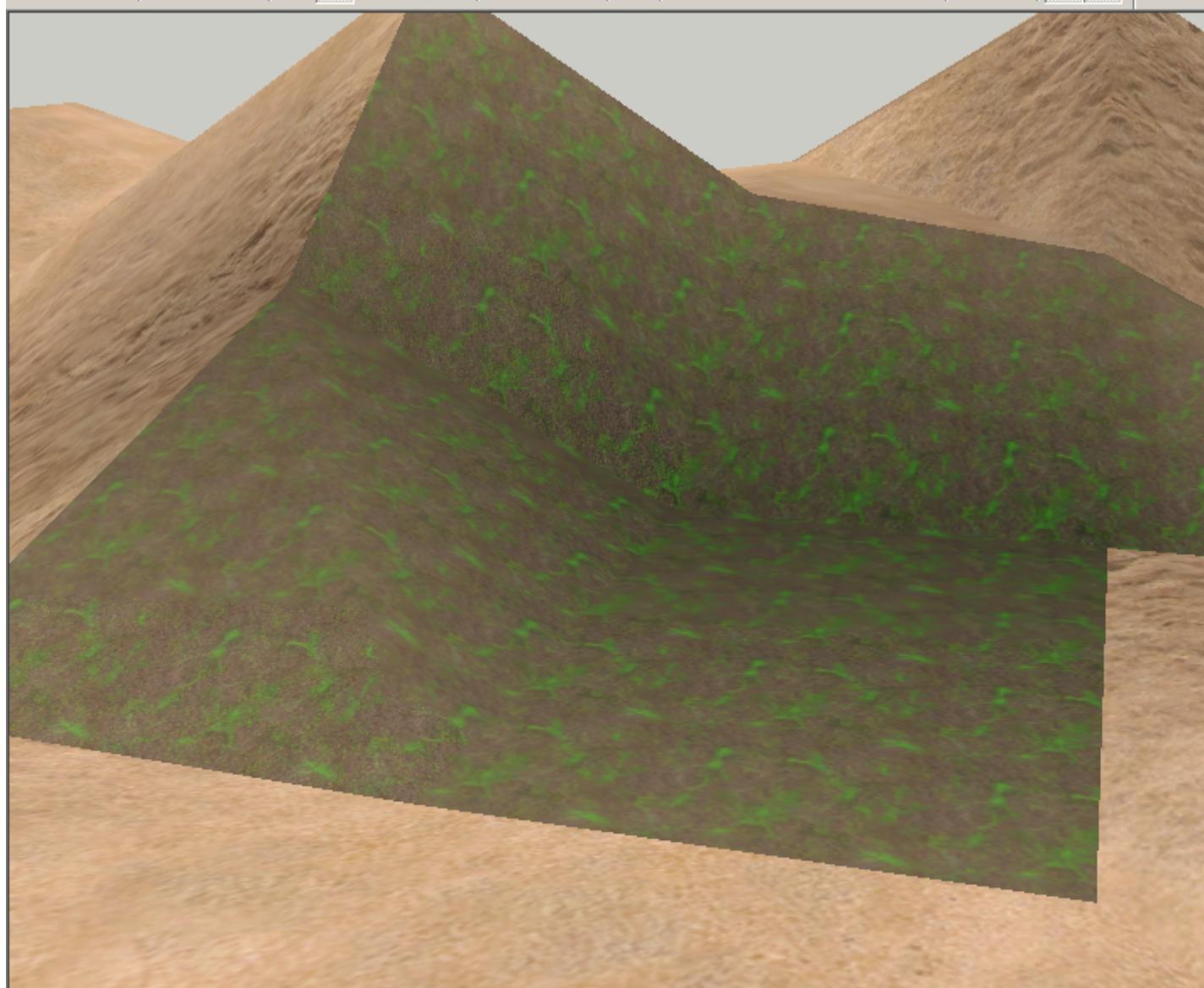
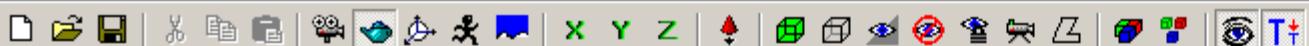
1) [1.PNG](#), downloaded 450 times



2) 2.PNG, downloaded 461 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



```
TimeManager::Update: warning, frame 33 was slow (27495 ms)
TimeManager::Update: warning, frame 35 was slow (3680 ms)
TimeManager::Update: warning, frame 612 was slow (35064 ms)
```

Ready

Tutorial

Camera (-123.48, -14.24, 22.40)

Frame

