

---

Subject: Re: Vertex Solve question

Posted by [jonwil](#) on Tue, 28 Aug 2012 03:22:01 GMT

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

---

its clear that its not "everything with transparency", if it was, things like tree leaves and the glass in the APB buildings would need to be hidden before you solve.

The APB building glass has "Alpha Blend" shader settings, a transparent/translucent texture and "Environment" material settings but does not need to be hidden.

The glass on the nod airstrip tower does need to be hidden though, it has material settings "World space environment" and "environment" and shader settings for "alpha blend"

The tree leaves (which do not need to be hidden) have "UV" for vertex material and "Alpha Test" shader settings.

So its still not at all obvious exactly which combination(s) of settings under "shader" and "material" mean "this mesh will need to be hidden before you vertex solve" and its clearly not "all transparent meshes"

BTW these questions and etc are in connection with a feature that's currently in the testing builds of 4.0RC1 which is supposed to auto-detect the meshes that cant have vertex solve applied and auto-ignore those meshes. However, currently its ignoring meshes (like trees) that it should not be ignoring, hence all the questions so I can get the auto-detection detecting the correct meshes and only the correct meshes.