Subject: Alpha Blending, DLLs
Posted by The Party on Sun, 26 Apr 2009 22:26:37 GMT
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Okay I need some RenX help, when I make a plane (with a sand texture or any texture really) and then select some polygons and then tell it to detach so I have a whole new plane, (then I try to make it a tib field it changes the other planes texture so that they are both tib field.

So my question is how do I modify the new plane without changing the old one. I used to be able to do it, but now I can't.

Also does anybody know where I can get CPU Killers scripts .dlls?

Subject: Re: Alpha Blending, DLLs
Posted by Di3HardNL on Mon, 27 Apr 2009 05:59:10 GMT
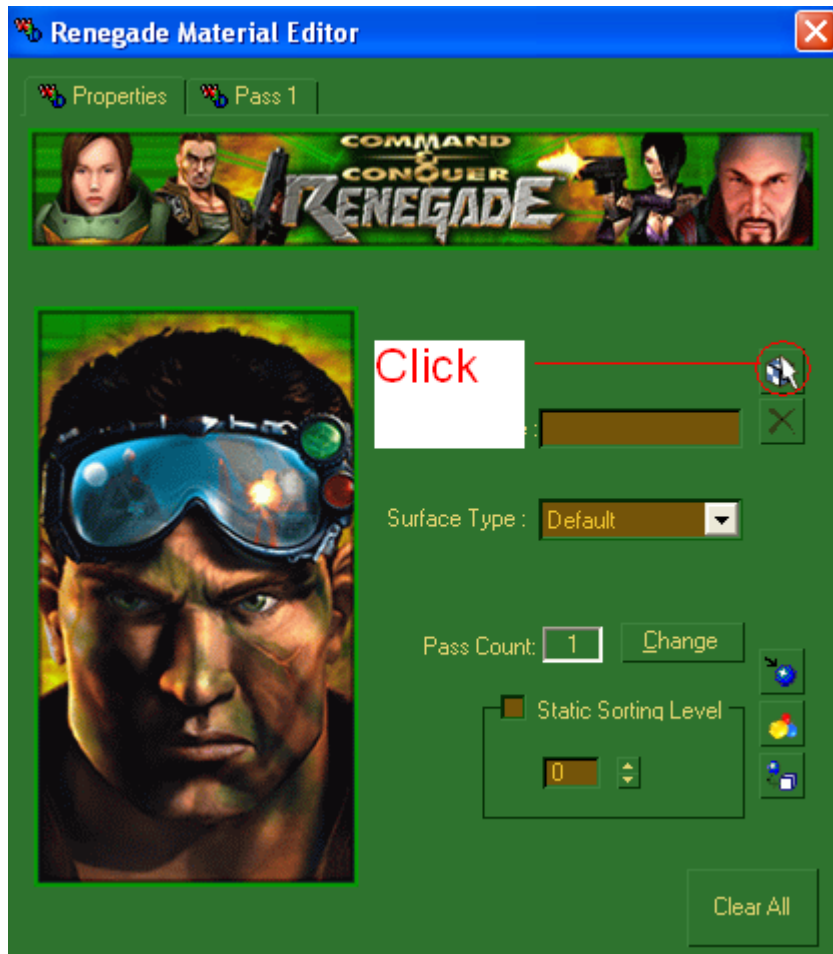View Forum Message <> Reply to Message

When you want to give the second mesh a texture first click on 'Make new Renegade material'

Like in my screenshot

File Attachments
1) renxscreenshot.PNG, downloaded 235 times

Subject: Re: Alpha Blending, DLLs
Posted by _SSnipe_ on Mon, 27 Apr 2009 07:49:47 GMT
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Check PM, I zipped them up all

For everyone else,

Source:
http://www.mirrorservice.org/sites/download.sourceforge.net/pub/sourceforge/c/cp /cpurentools/

File Attachments
1) CPU Killers Scripts.rar, downloaded 120 times

Subject: Re: Alpha Blending, DLLs
Posted by The Party on Mon, 27 Apr 2009 15:43:53 GMT
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Thanks to both of you, I figured this out last night.

Subject: Re: Alpha Blending, DLLs
Posted by _SSnipe_ on Mon, 27 Apr 2009 20:29:35 GMT
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Let me ask, what does CPU killers scripts do?

Subject: Re: Alpha Blending, DLLs
Posted by The Party on Tue, 28 Apr 2009 15:38:25 GMT
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I don't know them all they just add some more scripts, many of them has nice AI bot fixes and things like CPU_Neo_Vechicle_AI and plenty of nice building controller scripts.