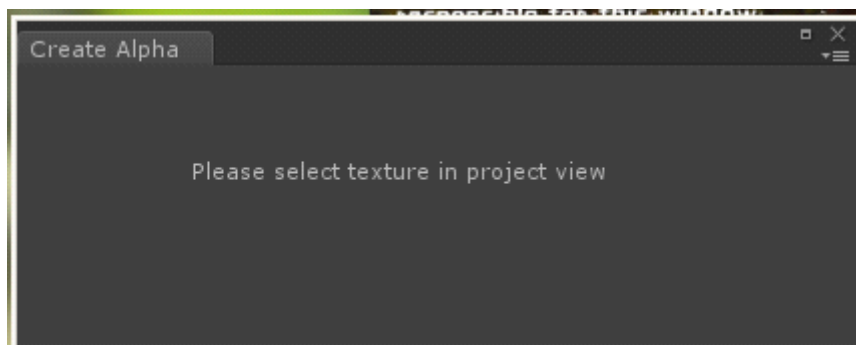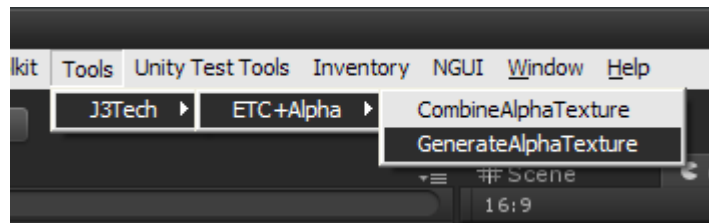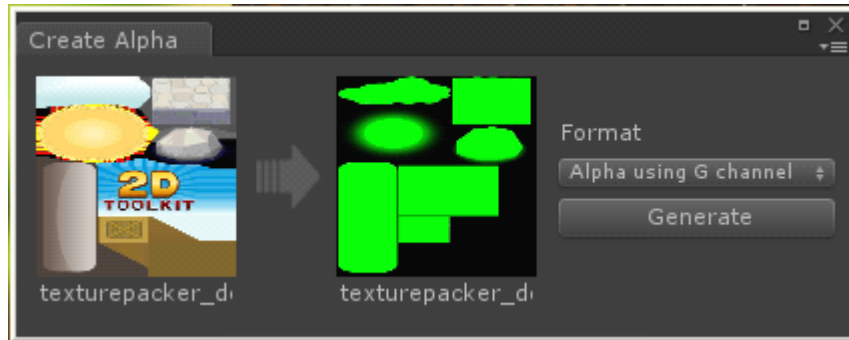# Getting Start

Using single channel

1.Open "Create Alpha" window by clicking on "Tools>J3Tech>ETC+Alpha>GenerateAlphaTexture" in the menu bar.

2.Select the texture in project view then set the channel in popup selection field. Click "Generate" button to generate a alpha texture named "srcFileName_Alpha.png", "srcFileName" is the file name of you selected.

3.Select corresponding shader for the material. If the alpha texture has generated use R channel, the shader must use R channel. Drag the alpha texture to the second texture field in the material.
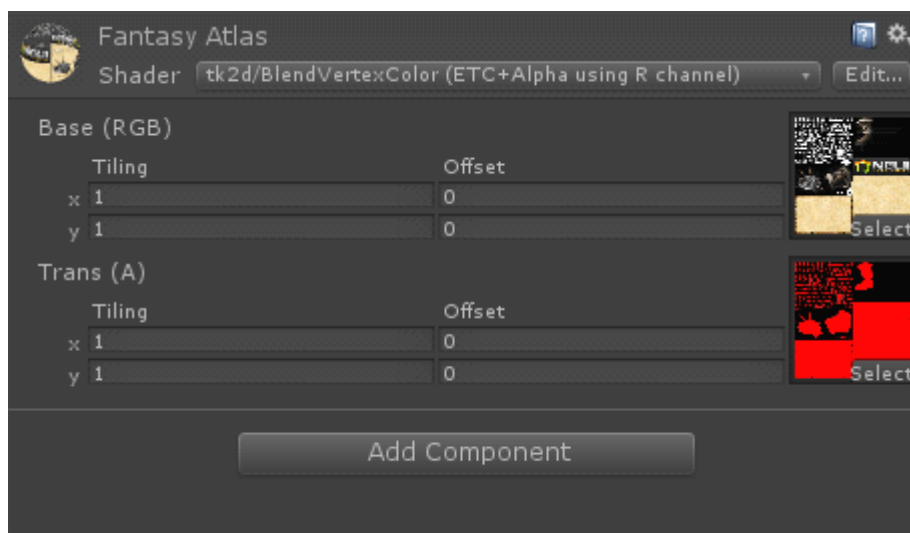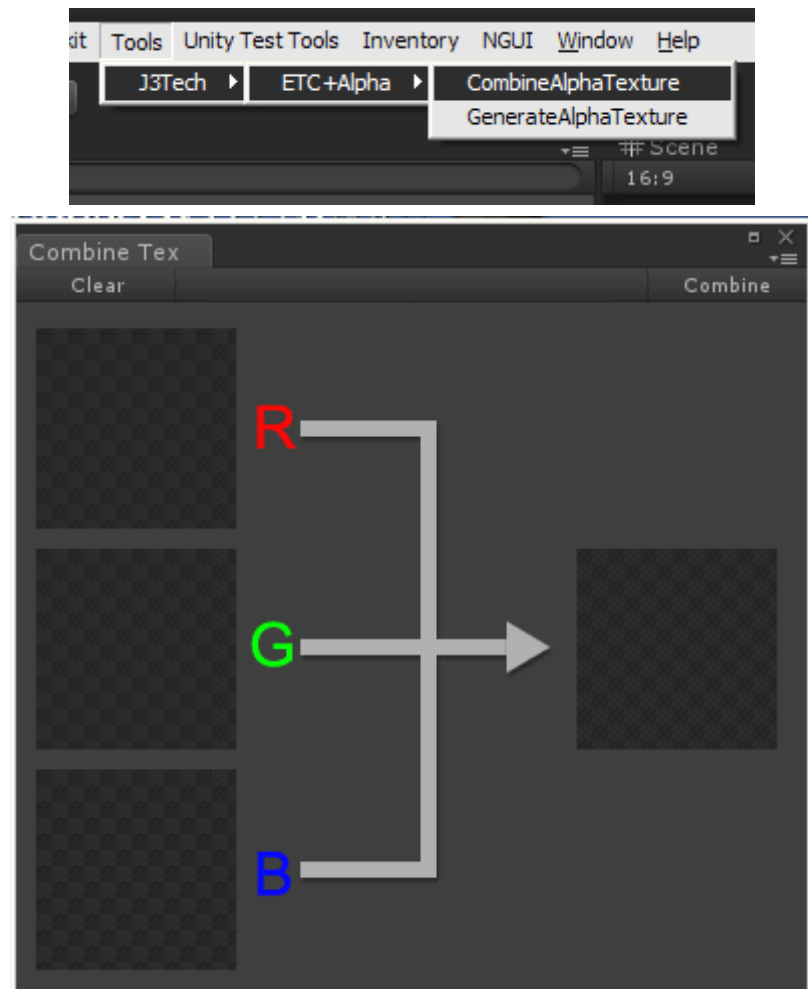

Using multiple channels

When only use R channel as the alpha channel, G channel and B channel will be wasted. So we can make multiple texture share a alpha texture. Now we need to combine them into a texture.

1.Open "Create Alpha" window by clicking on "Tools>J3Tech>

ETC+Alpha>CombineAlphaTexture” in the menu bar.

2.Drag the alpha textures has generated using R,G and B channel into the texture field in the window. Click the "Combine" button to Combine them.
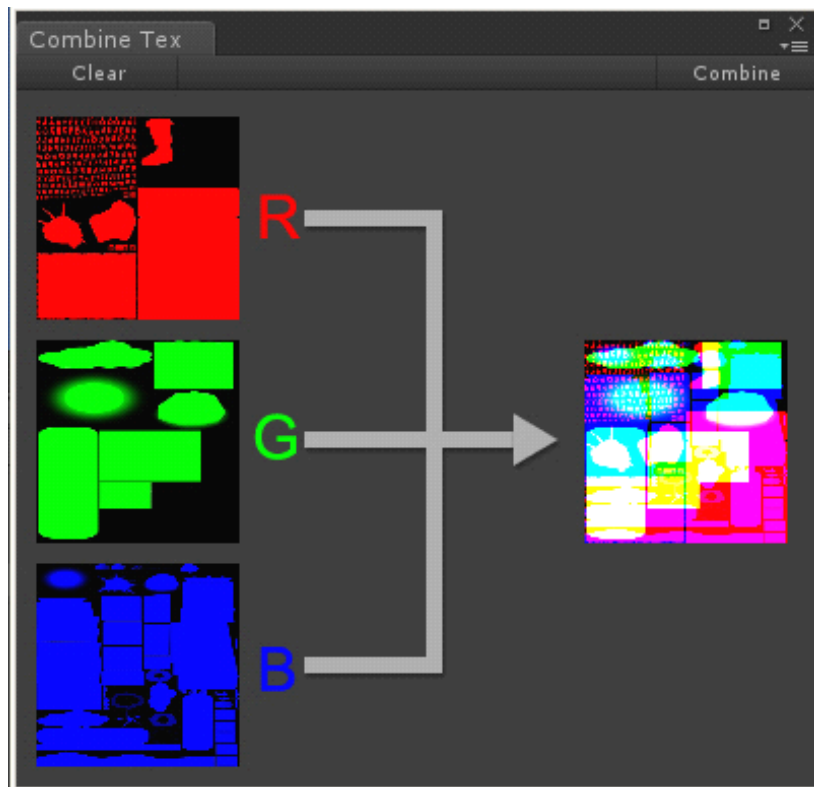
3.Select corresponding shader for the material. If the alpha texture before combining use R channel, the shader must use R channel. Drag the alpha texture to the second texture field in the material.