
Subject: can u have more than 2 passes and different materials on all
Posted by [Anonymous](#) on Sun, 05 Jan 2003 07:27:00 GMT

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I'm trying to make a desert island kinda map but the whole island structre is 1 plane lol. Is there any way i can have a rocky material for cliffs, 2 types of sand for beach and detail and some grass cause all islands should have more than 1 sand and grass but how do i do that with vertex paint? i can easily do it with 2 but idduno how with moreplz help. [January 05, 2003, 07:28: Message edited by: SOSToasty]
