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Subject: Bump Maping Problem.

Posted by [Anonymous](#) on Wed, 04 Dec 2002 08:06:00 GMT

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quote:Originally posted by Laser2150: ? i vertex all the time and never have that proplem...Laser, your SnowyDMExtreme had that problem also. You need to exclude the water from the vertex solve. Go there and check if your water isn't white.

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