
Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=
Posted by [Anonymous](#) on Sat, 29 Jun 2002 00:20:00 GMT
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AH-HA! I've found it! At least I think it will help you. You need to go to your material properties for that object. Look at pass 1 and pass 2's Vertex Material Tab and you'll see that on one of them the ambient and diffuse color is black. Turn both to white. Hope that helps!
