
Subject: [RenX] VertexPaint crash

Posted by [Epicalyx](#) on Sun, 02 Apr 2006 02:25:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:The texture should show up properly now. Give it the property of Plane and a length and width of 7.0. The texture should look nice and tiled. That is how proper ground should look. Moving on now... You will notice in Figure 8 that there are black lines and areas on the texture. That is called Vertex Paint and that is what creates the texture blending. I will explain how to do that now, as it is required for any map that you want to look good. Take your plane, click on it, and hit M again. Select the Change button by the Pass Count area and select 2. You will have two tabs on the top. Select Pass 1. Change the texture to L10_sandruff.tga. Select Pass 2. Select the texture L05_grass.tga. Select its Shader tab and change the shader to Alpha Blend. Now, look at the plane, and click on the Modifier tab again. Refer to Figure 9 for this one.

Now, click on the Vertex Paint selection. You will see a group called Vertex Color Paint. Click the black color and click the paintbrush. Paint over the areas that you want to have the sand texture show through...Source: http://www.cncden.com/ren_map_tutorial.shtml

When I start painting over areas, it just gives me this:
