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Subject: Re: [RenX] VertexPaint crash

Posted by [Epicalyx](#) on Tue, 04 Apr 2006 00:30:45 GMT

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The Pass1 texture never shows up (taking it that I wasn't supposed to 'Display' it), and the VertexPaint shows no changes unless I toggle 'VertCol.' When I do, it will only show the displayed texture (Pass2) and black painting. Pass2 is on Alpha Blend - is the primary background texture; Pass1 is the placement of the "black painting."

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