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Subject: Re: [RenX] VertexPaint crash

Posted by [Napalmic](#) on Tue, 04 Apr 2006 01:05:23 GMT

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I think I can easily tell that you attached some meshes of a different material, cause you have that "Sub:" box, therefore creating a multi-material. Simply delete the material of your mesh, make a new one and repaint.

Black paint and one texture is normal.

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