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Subject: Re: colourful

Posted by [Veyrdite](#) on Mon, 09 Oct 2006 01:15:09 GMT

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vertex paint simply holds its colour on maps if you dont click valpha, i thought it would be the same on a hierarchical models.

and no, for the final time i do not want to use presets in the export folder for skins-reread my other posts if you dont know why.

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