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Subject: Re: Uhh, Okay..

Posted by [Zion](#) on Tue, 12 Jun 2007 12:10:29 GMT

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Looks like you're not actually touching the ground. Make sure the lowest point of the map is at 0,0,0 in renx.

The blackness stuff i think it because you displayed pass 2 instead of pass 1 on the alpha blend. 'Display' pass 1.

For texture issue, decrease uvw tiling or increase the size of the mapping.

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