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Subject: Blending prob...

Posted by [Anonymous](#) on Thu, 09 Jan 2003 20:47:00 GMT

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Make sure those vertices on the edges are completely white. Lightsolve shouldn't cause problems with linear offset, the only problem it should make for you is around places where the terrain overlaps itself and when you change the opacity value in the material editor. Lightsolve is necessary to make your map look good.

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