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Subject: My new map, Screenies.

Posted by [Anonymous](#) on Thu, 26 Dec 2002 15:05:00 GMT

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The Vertex Paint tool can be used for more than alpha blending--you can create nice looking dark places and shadows as well as help create realistic lighting effects on the terrain with this tool. You just need to make sure that Valpha is not selected if you do this, or the terrain will become transparent!

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