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Subject: Black Textures

Posted by [Anonymous](#) on Fri, 25 Oct 2002 00:50:00 GMT

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The material properties for the pass you are on is black. And you wouldn't normally notice it unless your mesh is large and you are trying to do alpha blending. So my suggestion is to change the color of the pass that is "Diffuse: Black" and "Ambient: Black" to all white like the other.

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