
Subject: ACK,or INGR. Help PLEASE Vert Paint Question
Posted by [Anonymous](#) on Tue, 01 Oct 2002 01:53:00 GMT

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Iny, BTW...(If you're shortening it)I've never had two textures overlap.The only things I can recommend are:Make sure you have the vAlpha option checked.2nd Pass Colors = White like first pass.Use the Vertex sub-object option and select the vertices you want painted. (Hold CTRL to add, ALT to remove) Then change their color to black.Make sure that material is applied to the whole object/selection you want.You may have to run the Vertex light solve to display the textures correctly. (I've had that on occasion)Black is Opaque, White will be Alpha BlendUsually the trasparent layer is the second so make your first opaque. There are more, but I'm not sure if these will help. I couldn't exactly figure out what your problem is.
