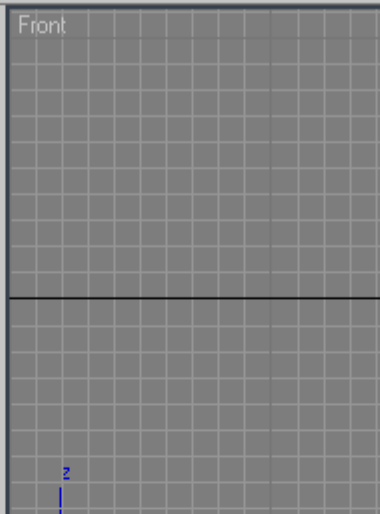
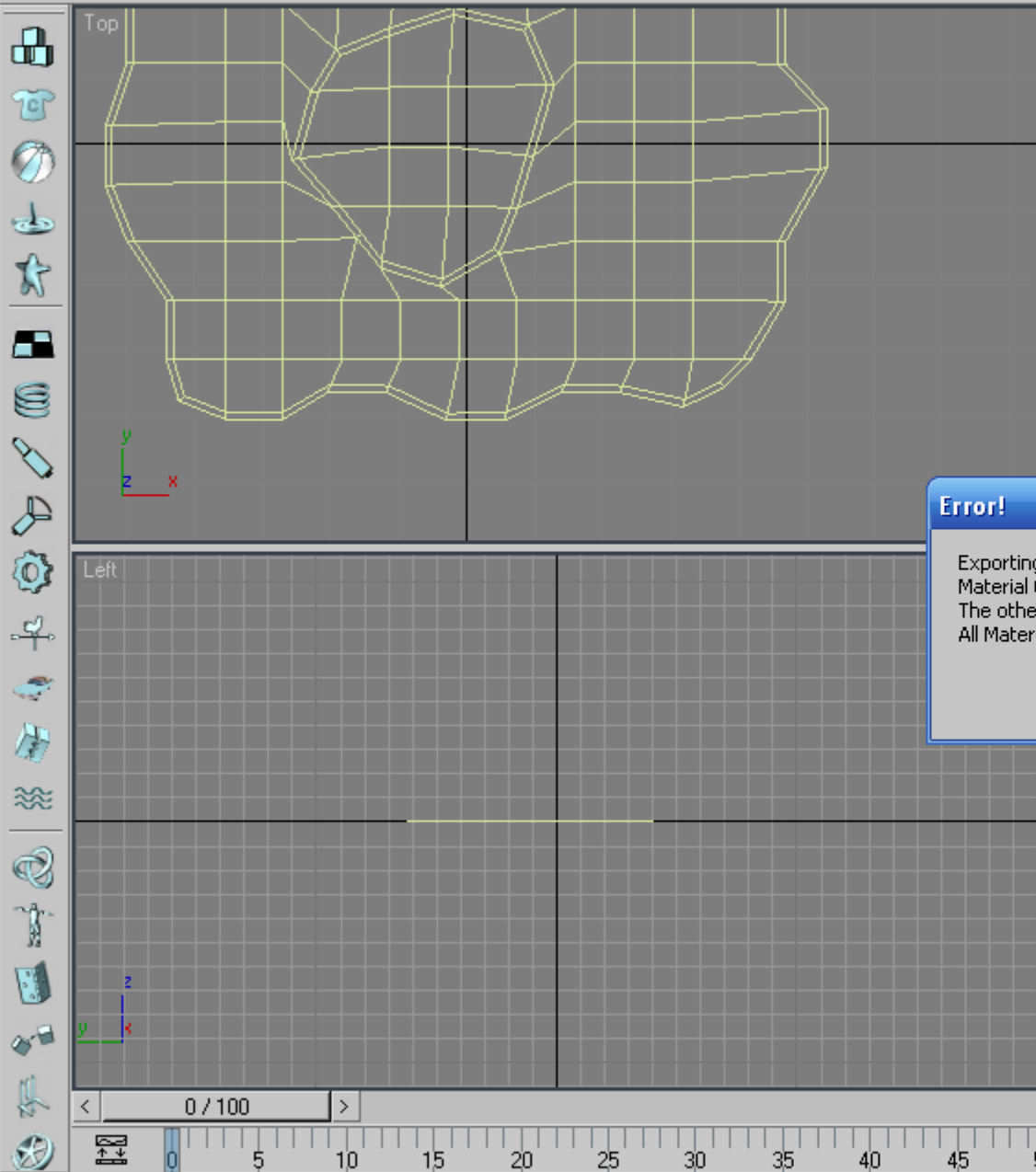

Subject: Re: Texture Mapping and Blending
Posted by [The Party](#) on Wed, 20 May 2009 20:27:54 GMT
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So the attaching worked fine and so did reapplying the UVW map to the whole mesh but with export I got this problem:

File Attachments

1) [max error.PNG](#), downloaded 232 times



Error!

Exporting Materials for Mesh: PLANE01
Material 01 - Default has 2 passes.
The other materials have 1 passes.
All Materials must have the same number of passes.

OK

