

---

Subject: Re: Texture Mapping and Blending  
Posted by [Veyrdite](#) on Thu, 21 May 2009 08:23:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Delete all of your Renegade Materials and start again or try and find any reasons within the materials' settings the exporter is complaining about. Possibly one of your meshes has too many passes?

Alternatively you could have placed the gizmo for every one of the UVW maps at the same coords (expand the UVW map modifier).

---