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Subject: Arg.. Vertex Paint Problems

Posted by [Burn](#) on Sat, 11 Dec 2004 15:21:30 GMT

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I'm coming down to the finishing touches on my first map, and it should be done soon.

Right now, I'm texturizing the ground, and I'm trying to use VertexPaint to make some good textures. The problem is, whenever I try to vertex paint with more than 2 "Passes", and I import my map into the Renegade Map editor, I get an error saying the .exe has generated errors and will be closed by Windows.

I use this process:

- 1.) Make 4 pass counts.
- 2.) Pick a texture for each pass count (2 - 4) and set them on Alpha Blend.
- 3.) Go to pass 0 and pick a texture, and do not use Alpha Blend.
- 4.) Use a different color for each pass when I paint on my map.
- 5.) Check the export option VAlpha.

The Renegade map editor gives the error said above when I do this process. Am I doing something wrong? Or, can I only have a total of 2 pass counts?

Any help would be once again appreciated. Thanks in advance!

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Subject: Arg.. Vertex Paint Problems

Posted by [laeubi](#) on Sat, 11 Dec 2004 15:56:14 GMT

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You can only have 2 Passes each Texture.

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Subject: Arg.. Vertex Paint Problems

Posted by [Burn](#) on Sat, 11 Dec 2004 17:18:41 GMT

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Crap. I figured that. Thanks for reassuring me.

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