Subject: 2 pass
Posted by Anonymous on Tue, 21 Jan 2003 13:29:00 GMT
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Is there anyway to make a texture that is set for only one pass, to a texture that will support 2 passes. I am getting an error at export saying that all materials are only one pass.

Subject: 2 pass
Posted by Anonymous on Tue, 21 Jan 2003 13:37:00 GMT
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Yes... Although I'd recommend just detaching the object with 2 passes. And leaving the single passes single.

Subject: 2 pass
Posted by Anonymous on Tue, 21 Jan 2003 14:19:00 GMT
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hmmmm good idea