Subject: Vertex Paint
Posted by rrutk on Tue, 13 Jan 2009 16:37:47 GMT
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If I do Vertex Paint in RenX (Terrain), ATM I get only a very wide (large, big) line.

Is it possible to make it fine (small)?

Or depend the thickness of line of vertexpaint on the grid?

Subject: Re: Vertex Paint
Posted by Mauler on Tue, 13 Jan 2009 17:18:32 GMT
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To get smaller lines, just create more Width/Length segs on the mesh. Also painting a group vertices are a better way of making paths and such.

Subject: Re: Vertex Paint
Posted by LR01 on Tue, 13 Jan 2009 17:35:45 GMT
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It's vertex paint, so you can only paint the vertex, the more you have, the smaller "black" area's you can paint.

Subject: Re: Vertex Paint
Posted by rrutk on Wed, 14 Jan 2009 12:21:55 GMT
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ok, so it is like i thought.