Subject: Evil Texture "error" >:(

Posted by Genocide on Thu, 23 Sep 2004 18:12:46 GMT

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I think i know what you have done wrong,

1. Select terrain and press "M" (Which brings up Renegade Material Editor)
2. On the properties tab click the checkbox that says "Static Sorting Level".
3. Any other object using Vertex Paint should also have this ticked, it helps light functions and ofcourse conflicts like you have shown.

If this doesnt work you could be applying more than 2 passes without doing it correctly, this will also cause that error to occur.

I hope this helps you.