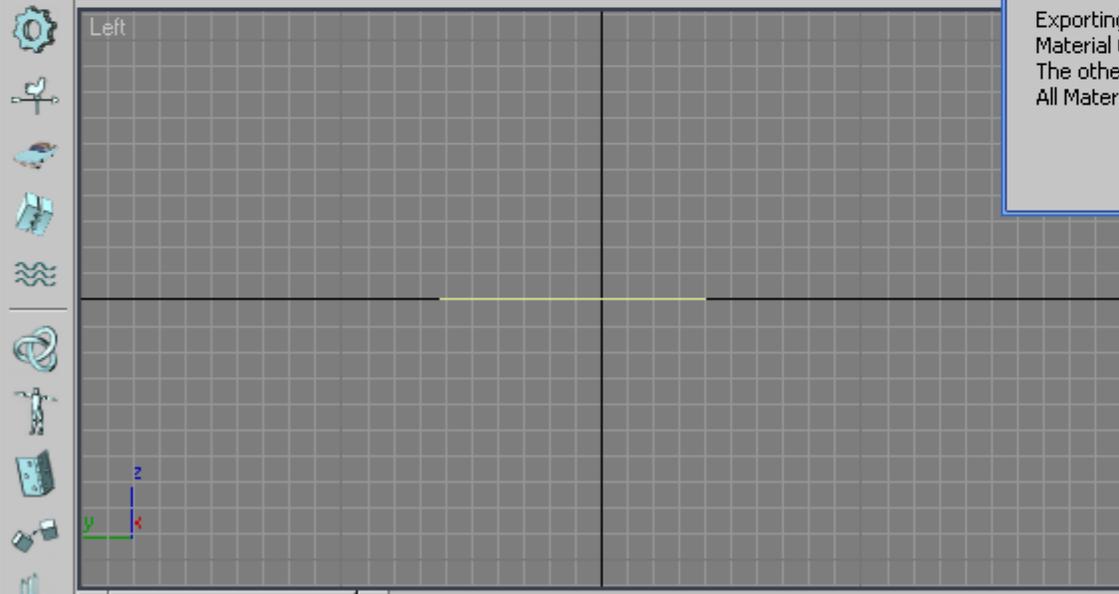
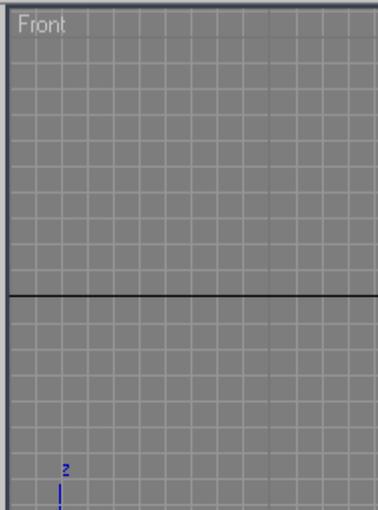
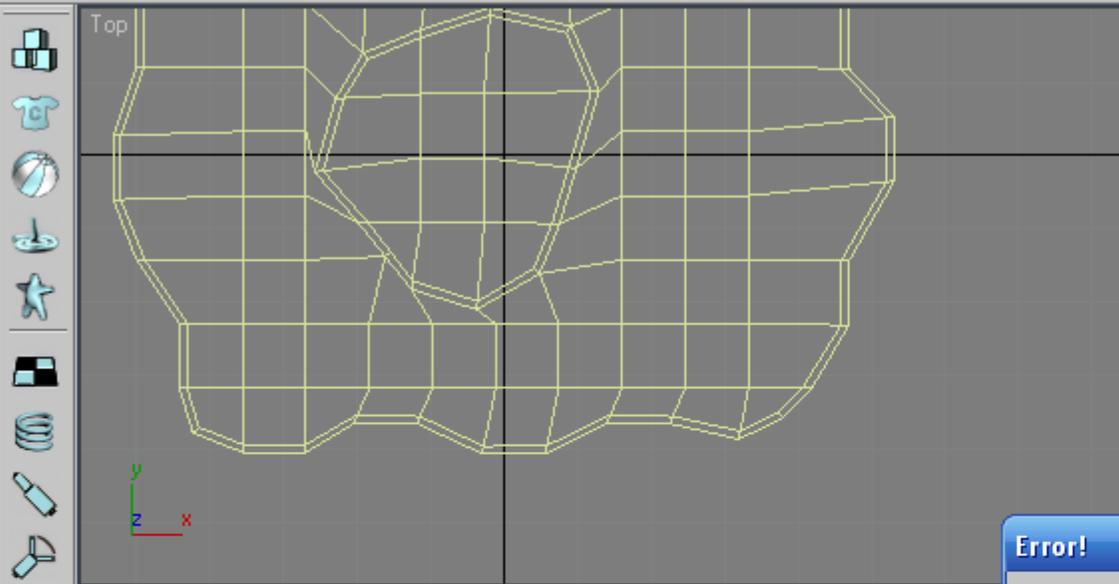

Subject: Re: Texture Mapping and Blending
Posted by [The Party](#) on Wed, 20 May 2009 20:27:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

So the attaching worked fine and so did reapplying the UVW map to the whole mesh but with export I got this problem:

File Attachments

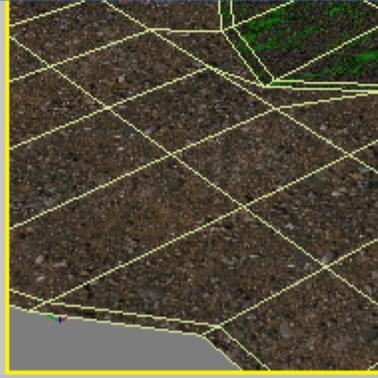
1) [max error.PNG](#), downloaded 459 times



Error!

Exporting Materials for Mesh: PLANE01
Material 01 - Default has 2 passes.
The other materials have 1 passes.
All Materials must have the same number of passes

OK



< 0 / 100 >



Processing Triangle Mesh  75%

