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Subject: Re: Texture Mapping and Blending  
Posted by [The Party](#) on Wed, 20 May 2009 20:27:54 GMT  
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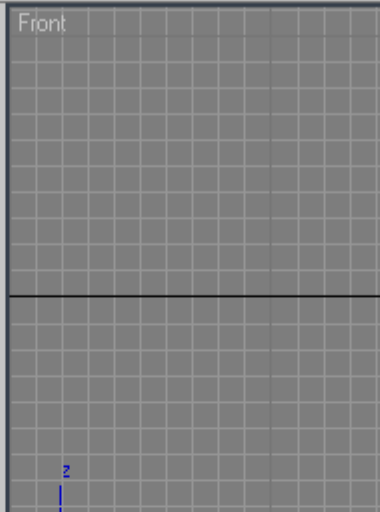
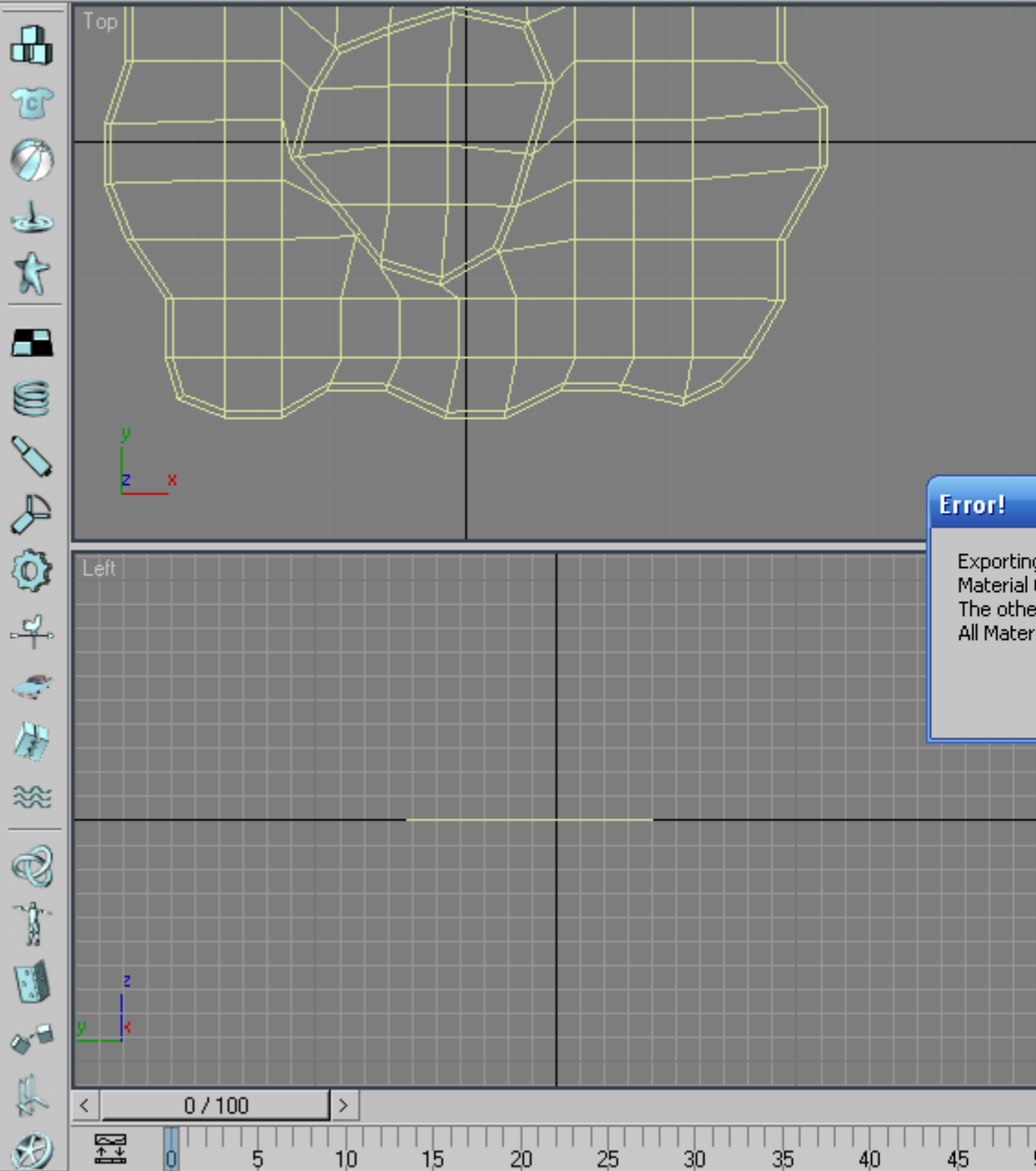
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So the attaching worked fine and so did reapplying the UVW map to the whole mesh but with export I got this problem:

### File Attachments

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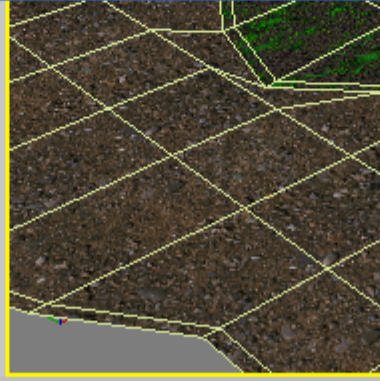
1) [max error.PNG](#), downloaded 585 times



**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



Processing Triangle Mesh  75%