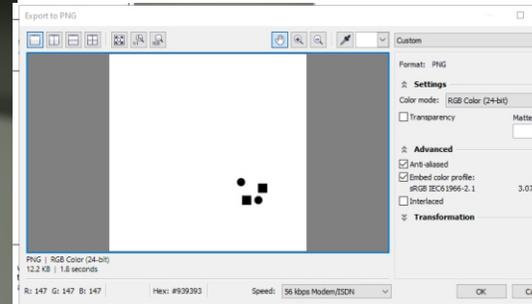
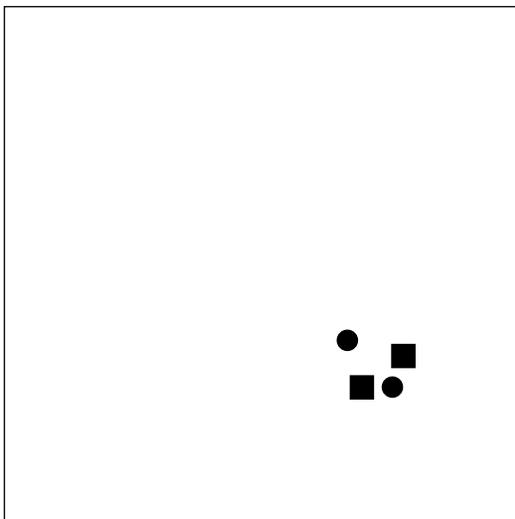
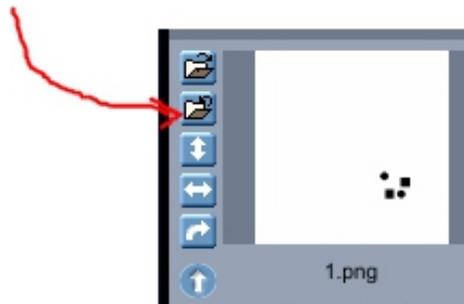


↑  
this is the original  
opacity map for face image



↑  
when I edit the map  
and save (same name, same file), and update per red arrow, there is no change



.....unless I rebuild the scene

