Subject: I need some Textures
Posted by Anonymous on Mon, 17 Feb 2003 09:02:00 GMT
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Um, no you can't   ...You can't just delete a face of a box and have it create the inside of the box, it only calculates/renders the outside, if you delete one of the faces, since gmax only calculated/rendered the outside, the inside would be invisible (no sides/walls/cylinders/etc. on the inside)