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Subject: Not Again....

Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:26:00 GMT

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quote:Originally posted by General Havoc:Have you clicked disply in the material editor and then assign material to selection?. Have you applied a texture mapping modifier? Such as UVW map then using vertex paint. Make sure your mesh is not back to front because gmax enables backface cull by default on most things. In this case either flip over your mesh or disable backface cull if your using the mesh as double sided.Hope this helpshuh... Can you explain that a bit better.

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