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Subject: Objects not appearing, GMAX

Posted by [maytridy](#) on Thu, 17 Apr 2003 14:19:49 GMT

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"Enable Multi-Texture Transparency", usually means you have multiple textures on one object or you have a transparent or translucent texture. In most cases, you would want to click yes.

Make sure your map is centered in gmax, because when you open commando, you spawn at 0,0, (whatever height). If you are more than 200m away from an object, you will not be able to see it.

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