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Subject: Objects not appearing, GMAX

Posted by [NeoSaber](#) on Thu, 17 Apr 2003 23:19:26 GMT

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Sanada78l noticed that when I export my map it says "Enable Multi-Texture Transparency", would this have anything to do with it not appearing?

I think that happens when a texture's Pass 1 is set to have alpha blending of some kind. I don't know if it causes problems, but if it were me I'd get rid of the extra alpha blending to see if that fixes your problem.

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