**Subject: Not Again....**
Posted by Anonymous on Tue, 21 Jan 2003 09:25:00 GMT
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Gmax is once again not showing the Textures.  I forget how I fixed this last time, so can someone refresh my memory?Even When I export it as a w3d file and try it in Commando, the Textures are missing.  But when I select the Mesh in Gmax it says the texture has been applied.

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**Subject: Not Again....**
Posted by Anonymous on Tue, 21 Jan 2003 09:40:00 GMT
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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 helps

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**Subject: Not Again....**
Posted by Anonymous on Tue, 21 Jan 2003 14:01:00 GMT
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do what i always do, it works. Just start a new mod folder.

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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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**Subject: Not Again....**
Posted by Anonymous on Tue, 21 Jan 2003 17:49:00 GMT
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quote:Originally posted by DeafWasp:do what i always do, it works. Just start a new mod folder.That does'nt work, its a problem in Gmax, not Commando

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