
Subject: Gmax (Need bit of Help)

Posted by [Anonymous](#) on Mon, 27 Jan 2003 19:20:00 GMT

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quote:Originally posted by General Havoc:I believe this person is refering to what i posted before. He had problems with texturing and the textures no appearing. I said if your using a mesh it might be upside-down and you could tell by disabling backface cull then you'd have to flip it over if it worked. I also suggested to use a UVW map so that the texture isn't stretched over the whole mesh. The first thing i said was about the display and assign material to object buttons.To Dante: I might not have hit "Display" But Im Not Sure. I'll Check.To General Havoc: I know that the meshes are NOT upside because I have Backface Cull On and The Meshes Show up so... [January 28, 2003, 07:17: Message edited by: Griever89]
