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Subject: Gmax (Need bit of Help)

Posted by [Anonymous](#) on Sun, 26 Jan 2003 13:31:00 GMT

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I believe this person is referring to what I posted before. He had problems with texturing and the textures not appearing. I said if you're 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.

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