Subject: whats with the black stuff?
Posted by Anonymous on Fri, 24 Jan 2003 22:35:00 GMT
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It looks to me that the lighting it shading it too dark for you to see the textures. You can do 2 things to fix this.1. Hit the "Views" menu, go to background settings, and turn the ambient light to grayish rather than black.2. Right click on the viewport label, hit the desplay settings and change the lighting settings to 2 lights instead of the 1 light method that Gmax defaults to.