Subject: Black Textures

Tricks for the material toolset are as follows:No matter what, apply a material to the mesh with the total amount of passes you need. So if you know that you're doing only 1 pass then assign only 1. If you are doing 2 then do 2.Once you've applied the material you can select separate polys/faces and apply a second material to the mesh. As soon as you hit apply and close the box, You'll have to save your .gmax and re-open it to get the materials to be viewed correctly in the material toolset.There are a few more, but I don't have time to list them. I hope that helps you for now.