

---

Subject: Objects not appearing, GMAX

Posted by [Sanada78](#) on Wed, 16 Apr 2003 20:04:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am at near completion of my first map but I have a problem. I find that when I export it and then open it up in W3D viewer some of the objects just don't appear like they weren't there in the first place. This is really odd because some of the objects have the exact same settings but a few of

are and the collision settings at set to. I can't understand why this is happening, I have changed numerous settings such as disabling UVW mapping, taking away the texture but still it won't appear.

---