

---

Subject: Objects not appearing, GMAX

Posted by [Sanada78](#) on Thu, 17 Apr 2003 14:09:52 GMT

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

---

It's strange my map opens fine in W3D viewer, all textures appear etc but it just won't appear in Commando. I noticed that when I export my map it says "Enable Multi-Texture Transparency", would this have anything to do with it not appearing?

---