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Subject: something is amiss

Posted by --oo00o00oo-- on Wed, 03 Dec 2003 08:33:15 GMT

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im making a map as normal. i go to test some textures and to see if they would look nice. i take the same steps as i have done the last time i made a map. open up materail editor, check the box, pick a texture, hit display, then apply to object. now normally when i apply it the object turns to whitish grey to show i need to map it, but now when i hit apply to object nothing happens. i try to map it and still it just sits there as if i havent even applied a texture to it. whats up with this?

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