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Subject: G-MAX QUESTION!!

Posted by [Titan1x77](#) on Sun, 23 Mar 2003 06:59:08 GMT

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for starters ...select your box or object, then press M

A window will come up name it and press the bottom tab to the right (apply)

then go to pass 1 and go to the empty texture box and find your texture

Then press display and apply again

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