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Subject: prob with gmax  
Posted by [Anonymous](#) on Mon, 22 Apr 2002 11:25:00 GMT  
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hehe ppl I got a problem with gmax; I just finished my walls (raising the plane's z axle) and now I want 2 git it a texture. I selected the plane and clicked on the 3 balls and it says : 'material missing' plz help me out :'(

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Subject: prob with gmax  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 00:15:00 GMT  
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how can you test leavels you have made

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Subject: prob with gmax  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 00:19:00 GMT  
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send me a copy and i'll test it with u onlineMichelob779@hotmail.com

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Subject: prob with gmax  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 00:20:00 GMT  
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quote:Originally posted by death-9:how can you test leavels you have madeFor fast testing host a Lan game with player number set to 1For good texting, host a dedicated server on wol.Since WOL do script sorrection, while hosting.then this test is needed to see if it works correctly.But first of all test 1 player lan

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Subject: prob with gmax  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 00:26:00 GMT  
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i trid 1 player lan when i click on lan game it sas no lan cable conted is there anyway to override this

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Subject: prob with gmax  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 00:36:00 GMT  
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mine crashes you just need to have the w3d i think

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Subject: prob with gmax

Posted by [Anonymous](#) on Tue, 23 Apr 2002 00:44:00 GMT

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My Gmax crashes too Can someone help is?

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