
Subject: GMAX HELP PLEASE PLEASE PLEASE!!
Posted by [Anonymous](#) on Sun, 28 Apr 2002 16:25:00 GMT
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Yea thats the same prob I had...Clear all your textures... (go to the renegade material editor and press the clear all button)And when I use the Renegade material editor I always get this prob...How I add textures:I press the Gmax Material Navigator button and drag the textures to the objects... works fine for me... (ow and ofcourse add a UVW map modifier)[April 28, 2002:
Message edited by: Dark1ght]
