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Subject: mammuthtank in max 5

Posted by [Sir Phoenixx](#) on Fri, 18 Jun 2004 13:21:23 GMT

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Scroll the top tool bar all the way over, select the material editor (4 balls), in this window scroll down, click on the 'maps' bar to expand it, then click the 'none' button next to 'Diffuse Color', then select 'bitmap', then find one of the texture maps you made for the model, select it, and click the blue/white checkered box, "show map in viewport" button, then click and drag the sphere with the texture on it to the correct object. If the object is white, or the texture appears over it all messed up, then the uvw mapping wasn't saved when you exported/converted it to .3ds.

To load more textures, select the next sphere and do the same thing.

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