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Subject: W3D importer and map coordinates?

Posted by [laeubi](#) on Tue, 21 Sep 2004 10:01:04 GMT

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Reassign means, you make a new material in 3dsMax and then apply it to the part that orginally has this texture.

Every UVW-Mapping coordinates (Thats the right meaning I think) will be used, so if the model has had a single Skin and u apply it, it will be ok, without doing any further UVW mapping thingy.

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