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Subject: An Odd 3Ds Max problem

Posted by [Slash0x](#) on Thu, 06 Jan 2005 16:24:26 GMT

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Sir PhoenixxSelect "Reset XForm" under the "Utilities" tab, select the object, click "Reset Selected", then you can convert back to Editable Mesh and UVW map it again.

A side effect may be that all of the polygons in the object turns inside out, so you will have to flip them back. (You also can't undo before the Reset XForm.)

What is the purpose of XForm anyways? I've seen it, but don't know how it is used or ever tried to use it.

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