
Subject: show edges of gmax models only (ingame)
Posted by [Spice](#) on Wed, 30 Mar 2005 15:28:32 GMT
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Yes it is. You will need to Apply the UVW map modifier and Use faltten mesh. Use a plug-in called Texporter:

<http://www.cuneytozdas.com/software/3dsmax/#Texporter>

Apply your texture. I'm not sure if texporter works with Gmax. There are also more complex ways of doing your unwrap. Using flatten mesh is really just a quick way to test it out. Look around for a UVW unwrap tutorial.
