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Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [Oblivion165](#) on Fri, 28 Jul 2006 21:02:23 GMT

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Aircraftkiller wrote on Fri, 28 July 2006 16:42Scale is determined by the scaling units you're using in Max and by how you import the 3DS file. I forgot exactly what the option is called, but gMax will prompt you for something when you import a 3DS - uncheck it, whatever it is, and the scale will be exactly what it was from the scene in Max. There is no error in the 3DS to gMax import that will cause improper scaling unless you choose to let it do so by checking that particular option... I believe it's called scale units?

Ah, good stuff. Just uncheck convert units and it's right as rain.

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