
Subject: Re: Yet another gmax question
Posted by [Slave](#) on Sat, 03 Mar 2007 22:17:33 GMT
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Nah that aint the problem.

I also tried creating a simple cube with a surface effect applied. I created one with classic reflection, and another one with a bump map.

When i exported those, the reflecting one came out with the reflection texture applied like a standard uv, making it look as crap as the commanche.
The bumped one came out a little bit better, but the entire bump effect got discarded.

I gave my .gmax files to my friend, had him to export them in exactly the same way -> flawless export
