
Subject: Re: Get Materials from imported models in gmax

Posted by [rrutk](#) on Fri, 23 Jan 2009 19:28:58 GMT

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this means, re-texture (UVW) the complete thing?

I dont understand this, because:

- the texture is applied correctly, u can see in renx.
 - RenX should be able to transfer the data data it knows into the material database?
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