
Subject: Textures =(
Posted by [nope.avi](#) on Sun, 05 Jul 2009 23:33:07 GMT
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Everytime I export a .max file from 3DS max to a .3DS it will remove all textures and make it into a white blob =(.

Example:

I tried ignoring it but when I use it ingame it just uses the westwood skin which looks like shit. any help is appreciated It does this .DXF files as well.

File Attachments

1) [whyyyy.jpg](#), downloaded 670 times

