lol what you do , make sure you have the right texture and w3d settings.

File Attachments
1) untitled.JPG, downloaded 359 times

Material Editor - 01 - Default

Material Navigation Options Utilities

01 - Default   W3D

Pass 1

Vertex Material | Shader | Textures

Blend

Blend Mode: Opaque

Custom

Src: One   Dest: Zero

☑ Write ZBuffer   ☐ Alpha Test

Advanced

Defaults

Pri Gradient:
Modulate

Depth Cmp: Detail Color: Detail Alpha:
Pass LEqual ▼ Disable ▼ Disable ▼

Pass 2

Vertex Material | Shader | Textures

Blend

Blend Mode: Alpha Blend

Custom

Src: Src Alpha   Dest: 1-Src Alpha

☐ Write ZBuffer   ☐ Alpha Test

More...   Sets

Asset Browser
Camera Match
Collapse
Color Clipboard
Measure
Motion Capture
Reset XForm
MAXScript
reactor

− W3D Export Settings

Object Export Options

Plane01

☑ Export Transform (Bone)
☑ Export Geometry

Geometry Options
◉ Normal   ☐ 2 Sided
◯ Cam-Paral. ☐ Hide
◯ Cam-Orient ☐ Z Normal
◯ AABox   ☐ Keep Nrml
◯ OBBox   ☑ VAlpha
             ☐ Shadw
◯ Aggregate ☐ Shatter
◯ Dazzle   ☐ NPatch

DEFAULT

☐ Enable Static Sorting
Sort 0

Collision Options
☑ Physical ☑ Vis
☑ Projectile ☑ Camera
☑ Vehicle

− W3D Tools

Select by W3D Type

Select Bones
Select Geometry
Select Alpha Meshes