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Subject: Re: A question for ppl that have 3ds max  
Posted by [Sir Phoenixx](#) on Mon, 18 Aug 2003 12:22:43 GMT  
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Havoc 89ok i made a model. and i exported it to 3ds so i can import to gmax.

i did that and than i had some problems with the model. ok first problem. some objects were messed up. 2nd, all the objects were changed to editable mesh, i dont want that. and last, i couldnt smoothen them. i used the smooth tool but it looked like everthing wasnt smooth.

can someone help me out?

please i need some help.

1. Exporting to .3ds from 3dsmax is screwed up, you have to export to a format like .dxf and than use something else to convert that to .3ds (That's what I do, I export to .dxf, and use a small DOS command line program to convert to .3ds, than it opens perfectly (Except I think it reverts object names back to defaults.). If you want I can send you the converter that I use.
  2. Smooth tool works correctly, It's just that you don't know how to use it. If you want it flat shaded (Which is should be if you want to render it to show off, since it shows the detail and not that lame and mostly incorrect shading.), just select your object and click on the Smooth tool. If you want it to smooth the object, select the object and click on the Smooth tool and select a Smoothing Group, just click the "1" button and it will give it that shading. (Oh, did I mention that flat shaded is better?)
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