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Subject: Re: PimPen Harvy

Posted by [ErroR](#) on Fri, 06 Nov 2009 10:16:04 GMT

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Omar007 wrote on Thu, 05 November 2009 23:49In GMax you have on the right a menu with a Hammer icon. In that menu you got a section W3D which has an option HIDE somewhere (underneath 'geometric bones' or w/e).

I cant give you exact name because im not sure but if you look at it, it's really obvious and you'll find it in a blink

Just untick Export Geometry

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