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Subject: Re: Improved W3D importer for 3d studio max now available

Posted by [Aircraftkiller](#) on Sat, 03 Sep 2011 22:28:33 GMT

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This isn't working correctly. The importer does indeed import files but it doesn't save the UVs of the models, which makes it worthless for fixing up Renegade vehicles. I love the changes, otherwise.

Also, if you could find a way to enable dazzle export in Max 8, that would be stellar. The dazzles simply do not export at all in Max 8. They work fine in RenX. Yes, I have dazzle.ini in both instances.

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