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Subject: Max Plugin

Posted by [Sir Phoenixx](#) on Wed, 12 Nov 2003 03:52:43 GMT

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NeoXSir PHionex the UVW maps dont get transfered when you do that if we had a w3d exporter for max it would make meshing a breeze. the load UVW map in gmax is finicky and dont work for more then one uvw map if it works at all.

Lol...

You have no clue what you're talking about. The UVW mapping does get transfered when you export to .3ds to import into gmax. I just finished a pineapple grenade about a week ago with UVW mapping all done in 3dsmax, sent the UVW map to a team member to be skinned, and applied that to the model, exported that to gmax, and what do ya know? The UVW Mapping worked. :rolleyes:

Just because you don't know how to do it right, doesn't mean it can't be done. :rolleyes:

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