
Subject: something is amiss

Posted by [Aircraftkiller](#) on Thu, 04 Dec 2003 01:17:55 GMT

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This happened in a *.gmax file I was given for Renegade Alert from one of our staff members.

I could only solve it by exporting the model to *.W3D and importing it back into gMax itself.

This, of course, made it twice as hard to work with as the W3D import process makes every face into a polygon, but materials did work with it.
