
Subject: Renegade material type, rock,metal,wood etc
Posted by [bigwig992](#) on Sat, 13 Mar 2004 15:18:34 GMT
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It's weird, I have that same problem. I can set it to whatever material type, and add in abunch of alpha blending, but it always comes out like metal/completely one texture, that's why I always send my .gmax files to other people and have them export it for me with me settings, and it comes out perfectly.
