
Subject: W3D importer and map coordinates?
Posted by [Goltergaul](#) on Thu, 16 Sep 2004 15:37:53 GMT
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hello first!
is there a way to import a w3d to max but with the map coordinates?

thanx!

Subject: W3D importer and map coordinates?
Posted by [Spice](#) on Thu, 16 Sep 2004 16:15:30 GMT
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3dsmax Right? It will be at 0,0,0 at default when you first import it , Though. Same with Gmax.

Subject: W3D importer and map coordinates?
Posted by [laeubi](#) on Thu, 16 Sep 2004 19:07:37 GMT
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I think he mean the MAPPING Coordinates.
They are imported.. but u have reassign the textures.

Subject: W3D importer and map coordinates?
Posted by [Spice](#) on Thu, 16 Sep 2004 21:30:03 GMT
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Laeubil think he mean the MAPPING Coordinates.
They are imported.. but u have reassign the textures.

Ahh... Yea. It does'nt import alpha blends aswell.

Subject: W3D importer and map coordinates?
Posted by [Goltergaul](#) on Mon, 20 Sep 2004 10:45:33 GMT
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hi thanks also if i understood right the mapping coords are imported but i have to do domething to "aktivate" (reasssign) them?

how to "aktivate" (reasssign) them? i have the tga version of the skin, exported from the always.dat and the imported model. yes in 3dsmax

Subject: W3D importer and map coordinates?

Posted by [laeubi](#) on Tue, 21 Sep 2004 10:01:04 GMT

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Reassign means, you make a new material in 3dsMax and then apply it to the part that orginally has this texture.

Every UVW-Mapping coordinates (Thats the right meaning I think) will be used, so if the model has had a single Skin and u apply it, it will be ok, without doing any further UVW mapping thingy.

Subject: W3D importer and map coordinates?

Posted by [Goltergaul](#) on Tue, 21 Sep 2004 12:10:54 GMT

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yeah i did this with the humvee and it worked but it dont work with the apache and it says that there are NO mapping coordinates.

>> apache.00 mapping coordinates missing. objekt may not render correctly <<
do i have the wrong w3d file or what?
