
Subject: I dont quite understand (question about Gmax)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 11:51:00 GMT
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If i make a model, with textures, do i have to manually distribute the textures used along with the model (for example together with the .gmax file in a zip file)?

Subject: I dont quite understand (question about Gmax)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 11:56:00 GMT
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yes....you should always include the textures if you have already textured the model.gmax doesnt archive the texture files into the model file.....unless you tell it to make an archive file of the model(zip file).Eric.

Subject: I dont quite understand (question about Gmax)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 11:57:00 GMT
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Ok, thanks, that was a quick answer. But i got another question: How do i remove a material from a object? (i have looked around but havent found anything).Edit: I found how to delete a material that is in the scene (that will remove it if it is only applied to one object), but not how to remove a material from a object... [November 16, 2002, 12:00: Message edited by: brutus]

Subject: I dont quite understand (question about Gmax)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 16:27:00 GMT
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You can ether remove the texture or change the name if you just want to change textures then change it but if you want to take texture off you have to trick it into believing there is no texture or you can go into the texture thing by pressing m and the where you chosae your texture acxt like your going to chose a texture then dont put anything and click ok this should remove texture

Subject: I dont quite understand (question about Gmax)
Posted by [Anonymous](#) on Sun, 17 Nov 2002 01:54:00 GMT
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Repeat with punctuation (no offense)?

Subject: I dont quite understand (question about Gmax)

Posted by [Anonymous](#) on Sun, 17 Nov 2002 02:28:00 GMT

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quote: How do i remove a material from a object? Easy! Just click on your object, go to the W3D options, then click on "UVW Remove", and click "Remove Materials". That will remove any materials you have on that object.

Subject: I dont quite understand (question about Gmax)

Posted by [Anonymous](#) on Sun, 17 Nov 2002 02:55:00 GMT

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But what about when i am working in Gmax and not in Renx?

Subject: I dont quite understand (question about Gmax)

Posted by [Anonymous](#) on Sun, 17 Nov 2002 09:19:00 GMT

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Renex is only a game pack for Gmax just open renex and reset the ontrol bars if you want the gmax look then you still have all of the renex fetures

Subject: I dont quite understand (question about Gmax)

Posted by [Anonymous](#) on Sun, 17 Nov 2002 09:32:00 GMT

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Butwhat if i after all want to work in Gmax, not RenX?
