
Subject: Yet another gmax question

Posted by [Slave](#) on Sat, 03 Mar 2007 15:21:35 GMT

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Allright, so for ages i thought i was just to retarded to follow even the simplest tutorial on exporting a model properly. That's why i kind of gave up on even trying it.

Recently however, i figured out my gmax is to blame on the failed exports. I checked this out with a friend of mine. We both exported V_NOD_Heli.W3D (commanche) wich exactly the same settings.

His export came out perfect, mine came out like this...

We concluded that everything that i export and wich has something different than a simple UV skin gets screwed up.

Also, whatever i do, the surface always is metal ingame.

Yes, i tried reinstalling, over the years i did it like 5 times, and it never seemed to fix the problem. Also, 3dmax seemed to work properly with w3d on my computer, but the 30 days of trail ran dry months ago.

My question is obvious: what is wrong and how do i set it straight.

EDIT: fixed link to pic

Subject: Re: Yet another gmax question

Posted by [HORQWER](#) on Sat, 03 Mar 2007 21:11:09 GMT

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watta hack is that?

Subject: Re: Yet another gmax question

Posted by [Zion](#) on Sat, 03 Mar 2007 21:14:41 GMT

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The Square Blades of Death Hack! I'd check your transparency settings if i were you.

Subject: Re: Yet another gmax question

Posted by [Slave](#) on Sat, 03 Mar 2007 21:22:39 GMT

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those are fine, really...

Subject: Re: Yet another gmax question

Posted by [Zion](#) on Sat, 03 Mar 2007 21:24:40 GMT

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If anything i'd replace them, if not the whole mesh.

Subject: Re: Yet another gmax question

Posted by [Slave](#) on Sat, 03 Mar 2007 22:17:33 GMT

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Nah that aint the problem.

I also tried creating a simple cube with a surface effect applied. I created one with classic reflection, and another one with a bump map.

When i exported those, the reflecting one came out with the reflection texture applied like a standard uv, making it look as crap as the commanche.

The bumped one came out a little bit better, but the entire bump effect got discarded.

I gave my .gmax files to my friend, had him to export them in exactly the same way -> flawless export

Subject: Re: Yet another gmax question

Posted by [Veyrdite](#) on Sat, 03 Mar 2007 22:21:52 GMT

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exporting is the largest problem i have ever come across, messed up bones, lighting issues, reversed meshes, and of course my problem, cant export animations. wtf do we need to be compatible with exports? a 2002 computer?

Subject: Re: Yet another gmax question

Posted by [Slave](#) on Sat, 03 Mar 2007 22:32:54 GMT

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blame it on the roofgnomes

Subject: Re: Yet another gmax question
Posted by [Veyrdite](#) on Sat, 03 Mar 2007 22:42:45 GMT
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Quote:roofgnomes
i hope you're not talking about that 50+ page topic that i have never read

Subject: Re: Yet another gmax question
Posted by [JeepRubi](#) on Sat, 03 Mar 2007 23:15:34 GMT
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Yes, he is...
