Subject: w3d Import error in gmax
Posted by rrutk on Tue, 15 Apr 2008 13:21:45 GMT
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If I import w3d's in gmax, it looks like this (coordinates and/or texture of a lot of the parts are lost):

Any solutions?

Subject: Re: w3d Import error in gmax
Posted by ErroR on Tue, 15 Apr 2008 13:27:37 GMT
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i had the same issues when importing 3ds in gmax...

Subject: Re: w3d Import error in gmax
Posted by Jerad2142 on Thu, 17 Apr 2008 13:55:15 GMT
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I don't see all the bones that should have imported with that orca, are you sure you did import everything?