
Subject: Get Materials from imported models in gmax

Posted by [rrutk](#) on Fri, 23 Jan 2009 15:30:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Some1 knows, how to get the multimaterial in renx after import from w3d? E.g. for this model (nod-crane)?

after import it's visually applied, but not set in the material editor. So, after export, the model is black.

Simply re-apply the texture works only for the crane-base (simple material), not for the part above (multi-material)?

File Attachments

1) [Nod_Crane.gmax](#), downloaded 133 times

Subject: Re: Get Materials from imported models in gmax

Posted by [danpaul88](#) on Fri, 23 Jan 2009 18:03:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have to manually redo the material settings, the RenX importer is not able to reconstruct those for you.

Subject: Re: Get Materials from imported models in gmax

Posted by [rrutk](#) on Fri, 23 Jan 2009 19:28:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

this means, re-texture (UVW) the complete thing?

I dont understand this, because:

- the texture is applied correctly, u can see in renx.
 - RenX should be able to transfer the data data it knows into the material database?
-

Subject: Re: Get Materials from imported models in gmax

Posted by [Reaver11](#) on Fri, 23 Jan 2009 20:00:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

You will have to create a new material with all the texture settings and just apply it to the correct meshes the uvw coordinates should still be there.

Subject: Re: Get Materials from imported models in gmax

Posted by [ErroR](#) on Fri, 23 Jan 2009 21:42:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

if the materials are in the folder same as the w3d, then you can see the model skinned, but there are no materials so u have to redo them
