Subject: Textures =(

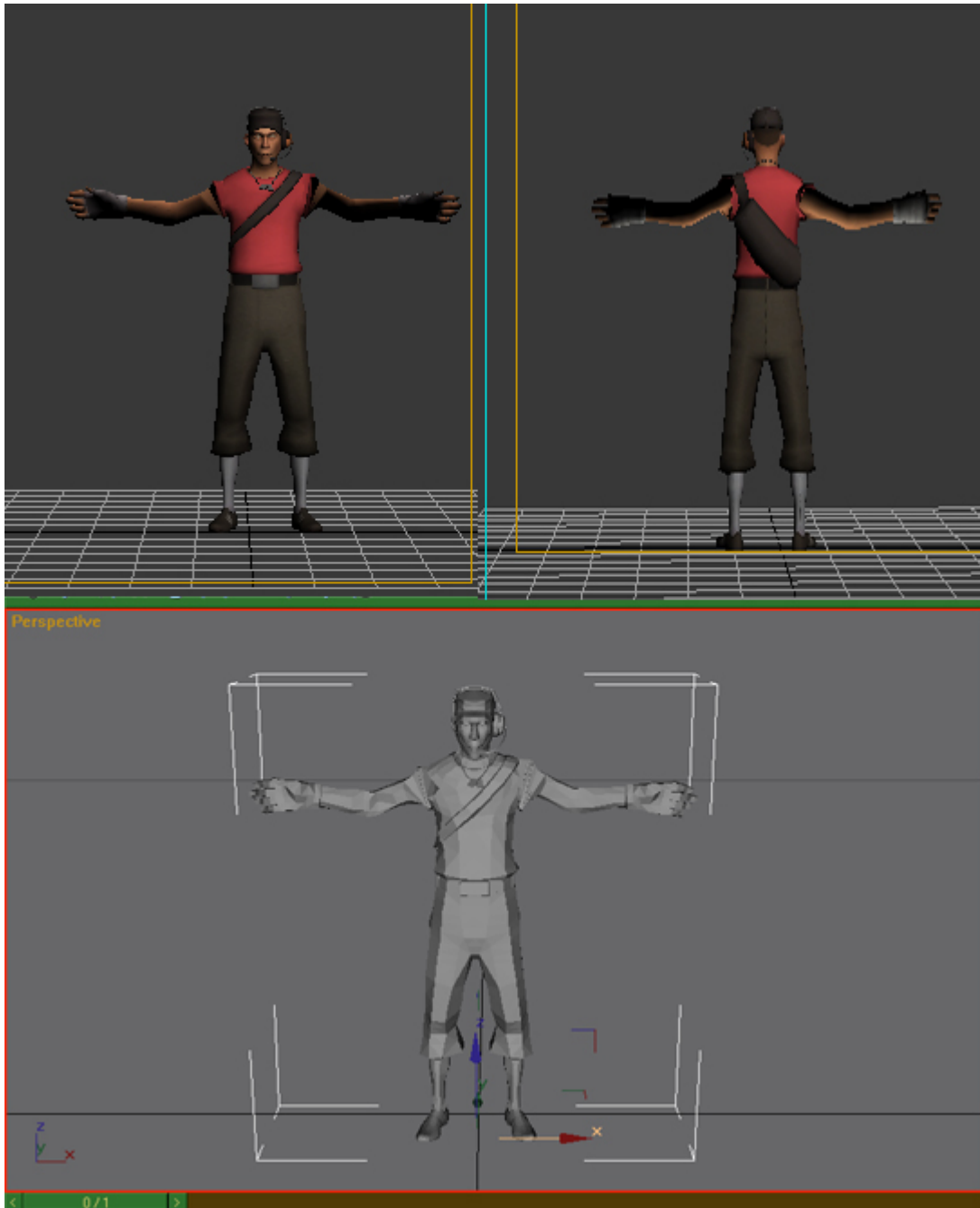View Forum Message <> Reply to Message

Everytime I export a .max file from 3DS max to a .3DS it will remove all textures and make it into a white blob =(.

Example:

I tried ignoring it but when I use it ingame it just uses the westwood skin which looks like shit. any help is appreciated   It does this .DXF files as well.

File Attachments

1) whyyyy.jpg, downloaded 343 times

You can reapply the texture in gmax or try exporting to W3D from 3dsmax directly.

Subject: Re: Textures =(

Posted by JeepRubi on Mon, 06 Jul 2009 02:02:09 GMT
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The texture you see in max is a 3ds max material, you need to create a w3d material.

Subject: Re: Textures =(
Posted by nope.avi on Mon, 06 Jul 2009 02:14:22 GMT
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So how would I do that?

Subject: Re: Textures =(
Posted by Gen_Blacky on Mon, 06 Jul 2009 02:34:16 GMT
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http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=63

Subject: Re: Textures =(
Posted by nope.avi on Mon, 06 Jul 2009 03:57:56 GMT
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Mr.NiceGuy wrote on Sun, 05 July 2009
22:34http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=63
lol thanks