

---

Subject: Textures =(  
Posted by [nope.avi](#) on Sun, 05 Jul 2009 23:33:07 GMT  
[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 =(.

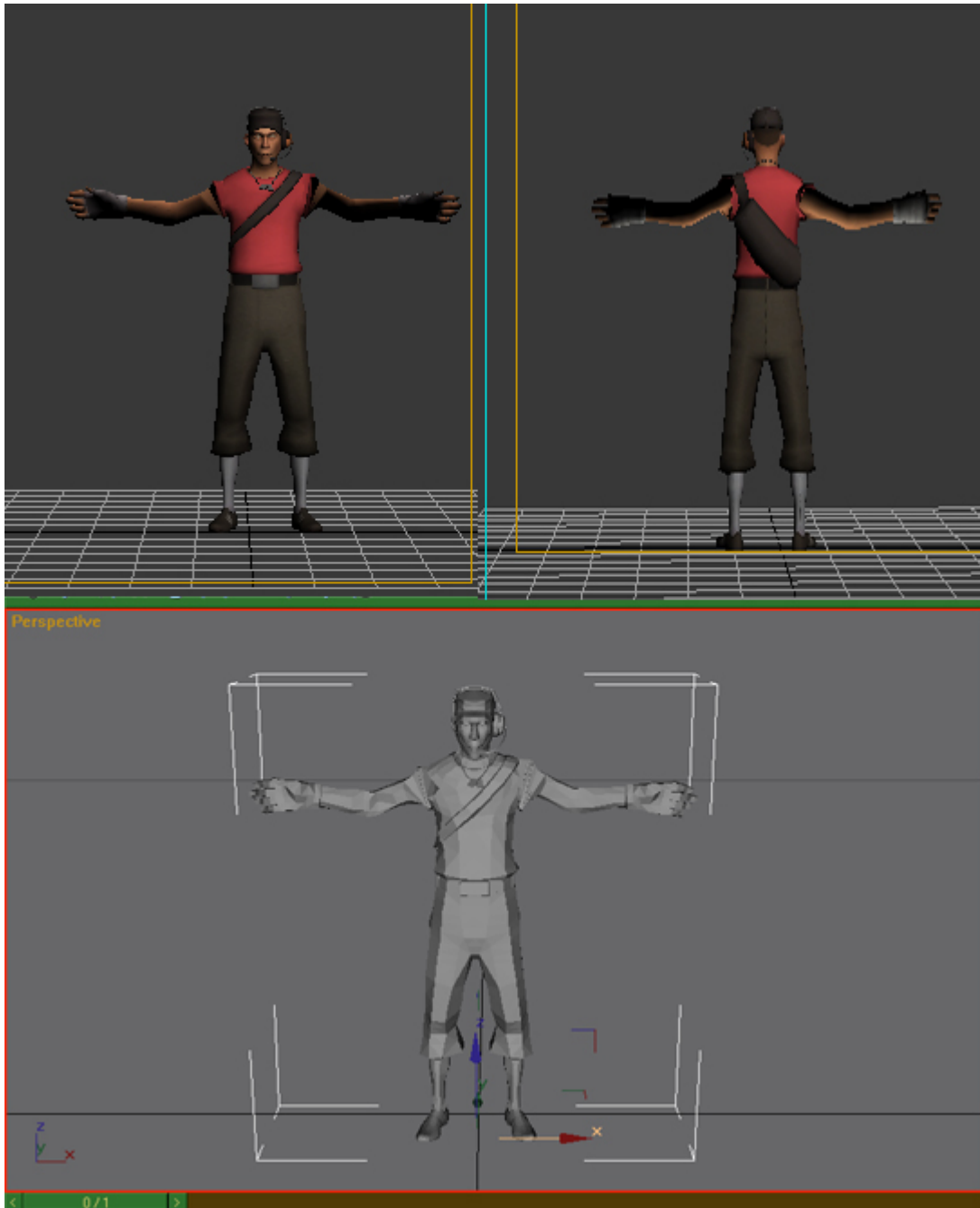
Example:

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) [whyyyyy.jpg](#), downloaded 519 times



---

Subject: Re: Textures =(  
Posted by [nopol10](#) on Sun, 05 Jul 2009 23:49:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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

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

---

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

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

---

So how would I do that?

---

---

Subject: Re: Textures =(

Posted by [Gen\\_Blacky](#) on Mon, 06 Jul 2009 02:34:16 GMT

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

---

<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

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

---

Mr.NiceGuy wrote on Sun, 05 July 2009

22:34<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=63>

lol thanks

---