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Subject: Mappign from Max

Posted by [xSeth2k2x](#) on Thu, 14 Aug 2003 21:10:01 GMT

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Once i uvw unwrap and map my object in max how do i get it into GMAX/RENX?

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Subject: Mappign from Max

Posted by [xSeth2k2x](#) on Thu, 14 Aug 2003 21:24:51 GMT

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(UVW MAPPING)

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Subject: Mappign from Max

Posted by [MonkeyPhonic](#) on Fri, 15 Aug 2003 00:00:05 GMT

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to get it into gmax, its just a case of exporting it as a 3ds from max and importing it back into gmax.

for renx you need to make new materials and re apply the uv mapping, the unwrapUV should stay ok

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