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Subject: An Odd 3Ds Max problem

Posted by [Spice](#) on Thu, 06 Jan 2005 06:57:43 GMT

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I went to unwrap and when I went to set the planar map values to an even set .. They don't even out. So when I start unwrapping my model everything is stretched.

<http://www.n00bstories.com/image.fetch.php?id=1287127309>

I know of another having this same problem. Any ideas on how to fix this or what we are doing wrong? This is the only time this has happened.

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