Subject: show edges of gmax models only (ingame)
Posted by Sir Phoenixx on Wed, 30 Mar 2005 19:46:38 GMT
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EXdeath7Yes it is. You will need to Apply the UVW map modifier and Use faltten mesh. Use a plug-in called Texporter:

http://www.cuneytozdas.com/software/3dsmax/#Texporter

Apply your texture. I'm not sure if texporter works with Gmax. There are also more complex ways of doing your unwrap. Using flatten mesh is really just a quick way to test it out. Look around for a UVW unwrap tutorial.
No, it doesn't work with Gmax, I tried it a long time ago when I first got texporter. This still isn't what he's wanting to do, he wants just the wireframe of the models to show up, making a UVW map with just the lines still has the polygons showing up.