
Subject: show edges of gmax models only (ingame)
Posted by [danpaul88](#) on Thu, 31 Mar 2005 00:19:49 GMT
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yeah, like wireframe, but only for particular models, will flatten mesh work for tht? kinda like hiding the polygons themselves but showing the edges? if it cant be done guess I will have to make the model with .001 length polys or something, lol

btw, I have exported as wireframe before....completely by accident though
