
Subject: Easier time using 3D Studio Max.
Posted by [Zion](#) on Wed, 30 Aug 2006 17:33:57 GMT
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I know there's been a bit of a problem when exporting with the new "max2w3d" exporter, and it's mainly scaling issues. Well, thanks to me, you can now fix this.

Here's how to get it sorted:

1. Open max the usual way you would.
2. Click the Customize button at the top.
3. Select the Units Setup option.
4. Click the System Units Setup button in the new dialog.
5. In the new dialog, change "Centimeters" to "Meters".
6. Hit Ok.
7. And again.
8. And you're done, you can now scale models and terrain accurately.

I know this will make an easier job for all those modders out there making the already brilliant game alot better.

Hope this helps.

Merovingian
