Subject: Yet another gmax question
Posted by Slave on Sat, 03 Mar 2007 15:21:35 GMT
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Allright, so for ages i thought i was just to retarded to follow even the simplest tutorial on exporting a model properly. That's why i kind of gave up on even trying it.

Recently however, i figured out my gmax is to blame on the failed exports. I checked this out with a friend of mine. We both exported V_NOD_Heli.W3D (commanche) wich exactly the same settings.

His export came out perfect, mine came out like this...

We concluded that everything that i export and wich has something different than a simple UV skin gets screwed up.
Also, whatever i do, the surface always is metal ingame.

Yes, i tried reinstalling, over the years i did it like 5 times, and it never seemed to fix the problem. Also, 3dmax seemed to work properly with w3d on my computer, but the 30 days of trail ran dry months ago.

My question is obvious: what is wrong and how do i set it straight.

EDIT: fixed link to pic