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Subject: dont make maps in max, exporter is broken  
Posted by [Titan1x77](#) on Tue, 14 Aug 2007 00:46:15 GMT  
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The exporter is clearly broken, when you break up your mesh the smooth groups should stay intact when you check off the option

"Smooth vertex normals across meshes"

it doesnt work!!

I applied a edit normals modifier to manually fix it, yet the exporter goofs that up too  
you can see the seem go away when i apply the modifier, but in LE its all over the place.  
one big terrain is a no-no...it needs to be broken up into several meshes for VIS  
ren-x exporter for gmax works prefect tho.

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