
Subject: Re: dont make maps in max, exporter is broken
Posted by [Titan1x77](#) on Tue, 14 Aug 2007 17:49:32 GMT
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Hey, so glad to see your around!

I did check it, but it doesnt work....ive tried it checked and uncheck and get the same results.

I cut my mesh up and the seems are still visible.

can you test this on your exporter?

I'll try and get ahold of you on MSN
