Subject: Re: dont make maps in max, exporter is broken
Posted by Titan1x77 on Tue, 14 Aug 2007 19:09:47 GMT
View Forum Message <> Reply to Message

ok, figured this out!

I had imported the mesh from max 9 using a .3ds

i tried importing the mesh into ren-x to prove that the ren-x exporter smooths it out, some people didnt beleive me that a collection of meshes couldnt be smoothed (that is what that option is for after all)

I checked off the box, and low and behold it still had seams :/

Thought it had to be the .3ds, and was about to give up...

I remember using "Reset x-form" for some size issues with texturing an object before...well i applied this to the mesh and all is better

So if you run into importing a .3ds, always reset x-form!!