Subject: Re: Texture Mapping and Blending
Posted by The Party on Wed, 20 May 2009 20:27:54 GMT
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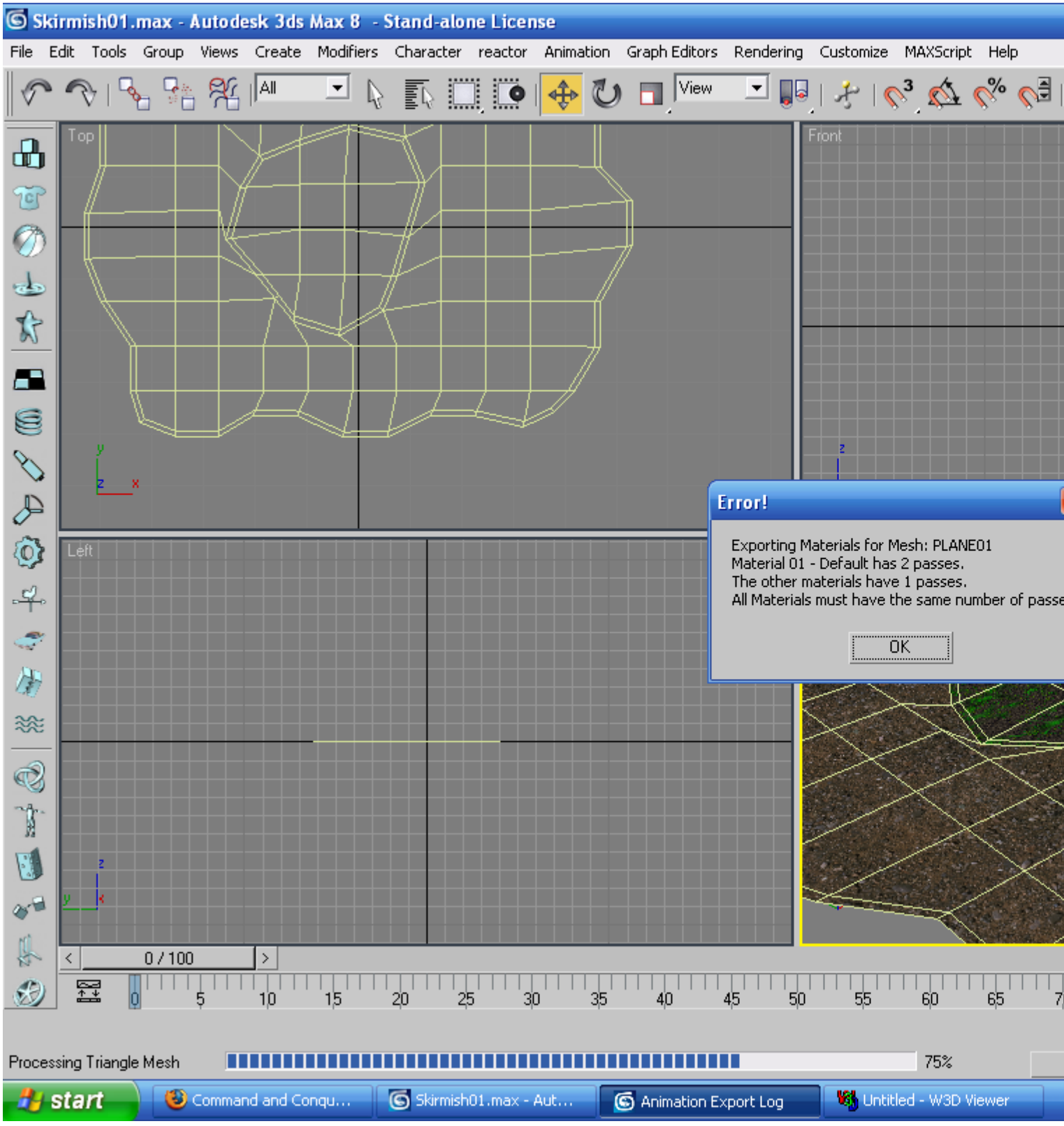
So the attaching worked fine and so did reapplying the UVW map to the whole mesh but with export I got this problem:

File Attachments

1) max error.PNG, downloaded 445 times


Skirmish01.max - Autodesk 3ds Max 8 - Stand-alone License
File Edit Tools Group Views Create Modifiers Character reactor Animation Graph Editors Rendering Customize MAXScript Help
Top
Front
Left
Error!
Exporting Materials for Mesh: PLANE01
Material 01 - Default has 2 passes.
The other materials have 1 passes.
All Materials must have the same number of passe
OK
0 / 100
Processing Triangle Mesh
75%
start
Command and Conqu...
Skirmish01.max - Aut...
Animation Export Log
Untitled - W3D Viewer