
Subject: A question for ppl that have 3ds max
Posted by [Havoc 89](#) on Mon, 18 Aug 2003 04:34:14 GMT
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ok i made a model. and i exported it to 3ds so i can import to gmax.

i did that and than i had some problems with the model. ok first problem. some objects were messed up. 2nd, all the objects were changed to editable mesh, i dont want that. and last, i couldnt smoothen them. i used the smooth tool but it looked like everthing wasnt smooth.

can someone help me out?

please i need some help.
