

---

Subject: A question for ppl that have 3ds max  
Posted by [Sir Phoenixx](#) on Tue, 19 Aug 2003 12:19:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Havoc 89Sir Pheonixx i have a problem. ok i made .uvw files for each object. and skinned the model in 3ds max, after i sed the tool to export to .3ds and imported into gmax, the objects nolonger had the Unwrap thing so i made one and loaded the .uvw file but it didnt work. it stayed the same.

EDIT: I want to put this in gmax so i can put it in renegade. but the UVW unwrap messed up. its like there was no changes in the .uvw file and that i never made it a flatten thing... sorry im not good at explaining.

Exporting doesn't keep the smoothing, it reverts it back to the default (smooth).

Just model it in 3dsmax and do the uvw/skinning/boning/whatever in gmax.

---