
Subject: A question for ppl that have 3ds max
Posted by [Sir Phoenixx](#) on Wed, 20 Aug 2003 13:26:16 GMT
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Skier222and wht does that have to do with export/import?

Everything.

The thread was originally about his .3ds screwing up when he exported to it from 3dsmax. Now that he can export to it correctly, the file isn't keeping the uvw/skin information (That's at least what I think he's saying.).
