
Subject: mammuthtank in max 5

Posted by [Goltergaul](#) on Thu, 17 Jun 2004 19:30:00 GMT

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hi i have imported the gdi mammy to 3dsmax but how to get the texture work? its alway wired :/
(no mapping coords?)

(i exported from renx to 3ds and imported that in max)

please help thanx
