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Subject: Model Settings Pooched

Posted by [Oblivion165](#) on Fri, 24 Sep 2004 02:22:04 GMT

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when i export this model i get a metal look to it. All the mesh settings are default, anyone know the problem?

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Subject: Model Settings Pooched

Posted by [Aircraftkiller](#) on Fri, 24 Sep 2004 04:20:20 GMT

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Export it normally, without the "Export with Std Materials" since that's for Lightscape rendering - not used.

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Subject: Model Settings Pooched

Posted by [Slash0x](#) on Fri, 24 Sep 2004 05:01:35 GMT

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":thumbsup:" for AK!

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