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Subject: show edges of gmax models only (ingame)  
Posted by [danpaul88](#) on Wed, 30 Mar 2005 14:52:39 GMT  
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Is it possible to create a model in gmax and then export is so that only the edges showup ingame?

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Subject: show edges of gmax models only (ingame)  
Posted by [Oblivion165](#) on Wed, 30 Mar 2005 15:17:41 GMT  
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like wireframe?

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Subject: show edges of gmax models only (ingame)  
Posted by [Spice](#) on Wed, 30 Mar 2005 15:28:32 GMT  
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Yes it is. You will need to Apply the UVW map modifier and Use falten mesh. Use a plug-in called Texporter:

<http://www.cuneytozdas.com/software/3dsmax/#Texporter>

Apply your texture. I'm not sure if texporter works with Gmax. There are also more complex ways of doing your unwrap. Using flatten mesh is really just a quick way to test it out. Look around for a UVW unwrap tutorial.

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Subject: show edges of gmax models only (ingame)  
Posted by [Sir Kane](#) on Wed, 30 Mar 2005 17:32:08 GMT  
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It's possible to turn the entire game into wireframe.

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Subject: show edges of gmax models only (ingame)  
Posted by [Deactivated](#) on Wed, 30 Mar 2005 17:59:31 GMT  
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Like everything else you say SK.... :rolleyes:

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Subject: show edges of gmax models only (ingame)  
Posted by [Sanada78](#) on Wed, 30 Mar 2005 18:03:28 GMT  
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...but you can.

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Subject: show edges of gmax models only (ingame)  
Posted by [Majiin Vegeta](#) on Wed, 30 Mar 2005 18:13:58 GMT  
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hows wirefram on the FPS? might have to try playing like that

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Subject: show edges of gmax models only (ingame)  
Posted by [Deactivated](#) on Wed, 30 Mar 2005 19:11:40 GMT  
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Sanada78...but you can.  
<http://www.n00bstories.com/image.fetch.php?id=1250963518>

Wallhax0r!

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Subject: show edges of gmax models only (ingame)  
Posted by [WNxCABAL](#) on Wed, 30 Mar 2005 19:16:20 GMT  
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You know, when I first started Renegade Map Making, that was the 2nd thing I ever tried out!

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Subject: show edges of gmax models only (ingame)  
Posted by [Deactivated](#) on Wed, 30 Mar 2005 19:17:32 GMT  
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Renegade draws the HUD as flat polys?

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Subject: show edges of gmax models only (ingame)  
Posted by [Sir Kane](#) on Wed, 30 Mar 2005 19:36:21 GMT  
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The HUD elements are all (partly textured) triangles rendered with orthographic projection.

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Subject: show edges of gmax models only (ingame)

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Posted by [Sir Kane](#) on Wed, 30 Mar 2005 19:38:26 GMT

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Majiiin Vegetahows wirefram on the FPS? might have to try playing like that  
Wireframe doesn't really increase the FPS. But turning texture rendering off does.

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Subject: show edges of gmax models only (ingame)

Posted by [Sir Phoenixx](#) on Wed, 30 Mar 2005 19:46:38 GMT

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EXdeath7Yes it is. You will need to Apply the UVW map modifier and Use faltten mesh. Use a plug-in called Texporter:

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No, it doesn't work with Gmax, I tried it a long time ago when I first got texporter. This still isn't what he's wanting to do, he wants just the wireframe of the models to show up, making a UVW map with just the lines still has the polygons showing up.

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Subject: show edges of gmax models only (ingame)

Posted by [Sir Kane](#) on Wed, 30 Mar 2005 19:57:41 GMT

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Found a screenshot of the no-material stuff. Too bad you can't tell what the FPS is since it doesn't render the letter textures. But it should be above 100 FPS considering that the first 4 boxes are "FPS =" then a small one which should be 1, another 2 numbers, the comma and then the kbps display.

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Subject: show edges of gmax models only (ingame)

Posted by [danpaul88](#) on Thu, 31 Mar 2005 00:19:49 GMT

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yeah, like wireframe, but only for particular models, will flatten mash work for tht? kinda like hiding the polygons themselves but showing the edges? if it cant be done guess I will have to make the model with .001 length polys or something, lol

btw, I have exported as wireframe before....completely by accident though

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Subject: show edges of gmax models only (ingame)  
Posted by [Spice](#) on Thu, 31 Mar 2005 03:22:09 GMT  
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Sir PhoenixxEXdeath7Yes it is. You will need to Apply the UVW map modifier and Use faltten mesh. Use a plug-in called Texporter:

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I thought he meant a sort of cell shading effect. I meant more as texture over some of the edges in the triangles and not the main ones outlining parts.

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