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Subject: Textures =(  
Posted by [nope.avi](#) on Sun, 05 Jul 2009 23:33:07 GMT  
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Everytime I export a .max file from 3DS max to a .3DS it will remove all textures and make it into a white blob =(.

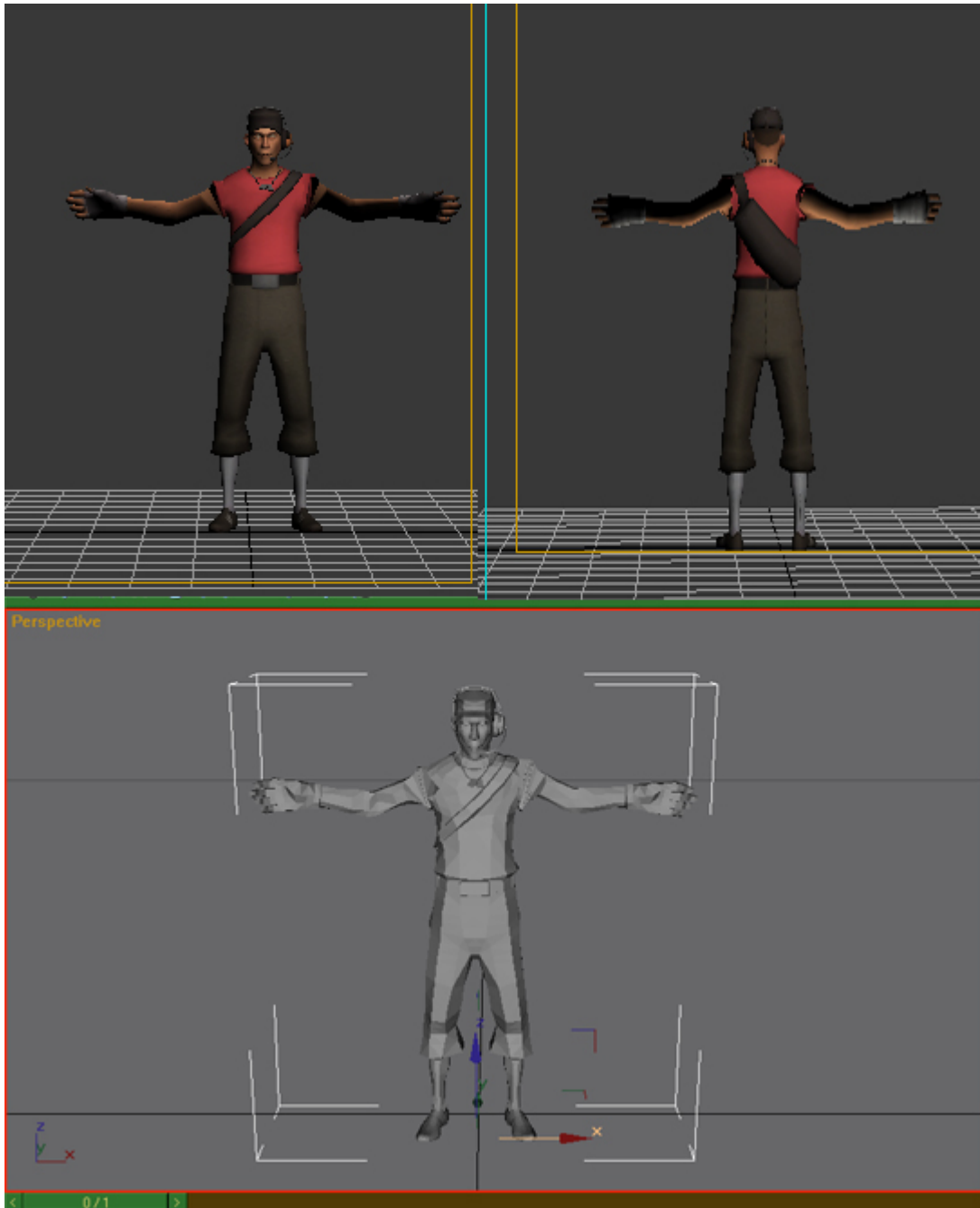
Example:

I tried ignoring it but when I use it ingame it just uses the westwood skin which looks like shit. any help is appreciated It does this .DXF files as well.

### File Attachments

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1) [whyyyyy.jpg](#), downloaded 470 times



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Subject: Re: Textures =(  
Posted by [nopol10](#) on Sun, 05 Jul 2009 23:49:41 GMT  
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You can reapply the texture in gmax or try exporting to W3D from 3dsmax directly.

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Subject: Re: Textures =(

Posted by [JeepRubi](#) on Mon, 06 Jul 2009 02:02:09 GMT

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The texture you see in max is a 3ds max material, you need to create a w3d material.

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Subject: Re: Textures =(

Posted by [nope.avi](#) on Mon, 06 Jul 2009 02:14:22 GMT

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So how would I do that?

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Subject: Re: Textures =(

Posted by [Gen\\_Blacky](#) on Mon, 06 Jul 2009 02:34:16 GMT

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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=63>

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Subject: Re: Textures =(

Posted by [nope.avi](#) on Mon, 06 Jul 2009 03:57:56 GMT

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Mr.NiceGuy wrote on Sun, 05 July 2009

22:34<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=63>

lol thanks

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