
Subject: need some help with 3ds
Posted by [NACHO-ARG](#) on Fri, 08 Jun 2012 22:24:16 GMT
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hey there, i am trying to follow this tutorial about unwrapping:
<http://renhelp.laeubi-soft.de/index.php?tut=46>
but every time i go to mapping tab, the flatten mapping and the otter options display unselectable
so could somebody tell me what am i doing wrong?

Subject: Re: need some help with 3ds
Posted by [Aircraftkiller](#) on Fri, 08 Jun 2012 22:33:38 GMT
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What subobject mode are you using? Vertex, edge, face? The current versions of 3DSM don't require you to use any particular subobject mode for flatten mapping. You may have to switch between those modes for 3DSM 8 to work with it properly.

Subject: Re: need some help with 3ds
Posted by [NACHO-ARG](#) on Fri, 08 Jun 2012 22:59:19 GMT
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thanks a lot mate, i switched to face mode and it worked fine.
btw how can i acces the w3d tools? i mean the object export options, poly counter and renegade material editor? i have the w3d exporter and inporter but cant find those features.
