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Subject: help on exporting

Posted by [Infinint](#) on Sun, 13 Jul 2003 08:05:08 GMT

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im trying to export an animation from gamx to w3d so i can veiw it in w3d veiwer but the animation dosent run and some of my texture turn negitive also some of the shapes i have made translusint arnt translusint. can some one help me

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Subject: help on exporting

Posted by [Dante](#) on Mon, 14 Jul 2003 13:38:14 GMT

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export as hierarchal animated model (HAM).

then open it up in w3d viewer, and play the animation.

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Subject: help on exporting

Posted by [Infinint](#) on Mon, 14 Jul 2003 18:52:55 GMT

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easy to say, easy to do , but it dont work!!

here are my problems:

animation dose not run

some textures are negitive

some of the textures i want tranzlulent arnt

maybe if i send some one my gmax file thay could make it work in W3d cuz i need the renderd video for a project

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