Subject: W3D importer and map coordinates?
Posted by Goltergaul on Mon, 20 Sep 2004 10:45:33 GMT
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hi thanks also if i understood right the mapping coords are imported but i have to do domething to "aktivate" (reasssign) them?

how to "aktivate" (reasssign) them? i have the tga version of the skin, exported from the always.dat and the imported model. yes in 3dsmax