

---

Subject: Max Plugin

Posted by [NeoX](#) on Wed, 12 Nov 2003 02:10:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Slr PHionex the UVW maps dont get transfered when you do that if we had a w3d exporter for max it would make meshing a breeze. the load UVW map in gmax is finicky and dont work for more then one uvw map if it works at all.

---