Subject: Making Driver appear in vehicles
Posted by Spice on Tue, 14 Dec 2004 20:01:01 GMT

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_TFWxANDY_EXdeath7Is there a plug-in to apply DDS format textures onto a model in Gmax.

I think if you apply textures as a TGA, make the texture into a dds, delete the old TGA (making sure the dds is the same name as the TGA.
Launch W3D viewer, it should appear with the dds texture

Yeah I always knew that works , I just always wondered if there was a plug-in to apply them in max. I'm almost positive there is for 3D Studios Max but I couldn't find one.