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Subject: Re: dont make maps in max, exporter is broken

Posted by [Halo38](#) on Wed, 15 Aug 2007 11:22:18 GMT

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I've had a similar problem with .3ds and smoothing before, might not be what your experiancing but i'm sure someone will come across it sooner or later.

If you export to a 3ds and import to gmax you will notice that some or all of the newly imported verts in a mesh will not be welded together, I had this problem when making ancients, I simple selected all the verts in the problem mesh and welded them at a very low thresh hold to rejoin the verts, this import problem also caused smoothing problems like your describing.

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