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Subject: Get Materials from imported models in gmax

Posted by [rrutk](#) on Fri, 23 Jan 2009 15:30:50 GMT

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Some1 knows, how to get the multimaterial in renx after import from w3d? E.g. for this model (nod-crane)?

after import it's visually applied, but not set in the material editor. So, after export, the model is black.

Simply re-apply the texture works only for the crane-base (simple material), not for the part above (multi-material)?

### File Attachments

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1) [Nod\\_Crane.gmax](#), downloaded 165 times

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