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Subject: loft spline created from poly?

Posted by [berky93](#) on Tue, 15 Sep 2009 04:22:29 GMT

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I made an object from an editable poly. I then selected all of the edges and created a spline from them. The problem is, I can't loft with this spline. I've tried with other splines created the same way, to no avail. Is there a way to get loft working with these types of splines, or another way to add real thickness? (as opposed to thickness only in the viewport/render - these objects are designed to be printed, so just adding viewport thickness doesn't work right?)

I'm using 3ds max 2010

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