Subject: Changing the axis of rotation in gmax/renx
Posted by Anonymous on Fri, 03 Jan 2003 19:03:00 GMT
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I don't believe those warnings effect the game at all. Just a few messages telling you what the engine is doing. It automatically scales up invalid image sizes and increases the color depth of 16-bit images. Plus, I haven't seen Greg around here for quite some time. I sent a PM to him in November and never got a reply.