Subject: Renegade Tutorial.gmax Problems - Pics included
Posted by Anonymous on Sat, 27 Apr 2002 16:26:00 GMT
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You can use the resource collector in RenX (on utilites tab) to collect all textures used and place in same folder, or you can do as I did, and setup one folder (again I used the hourglass map folder included with the tools) as your main texture folder in w3d viewer. FILE > TEXTURE PATH