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Subject: Re: CNC Reborn Updates!

Posted by [CnCsoldier08](#) on Wed, 20 Jul 2005 04:50:38 GMT

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Renardin6 wrote on Mon, 18 July 2005 06:31 CnCsoldier08 wrote on Sun, 17 July 2005 19:40 Why do you always post renders in 3dsmax? It obviously isn't going to look that way ingame, so why fool people? At least SAY it is in fact done in 3dsmax.

Hem...

Renardin6 wrote on Thu, 14 July 2005 08:09 The renders are from 3dsmax. But on Renegade engine we will setup lighting as close as what you can see there.

You posted that way after the fact, after people had brought it up. If nobody said anything, you would have let them believe it would look that way ingame. You should be posting it in your first post of the topic.

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