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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Renardin6](#) on Mon, 14 Nov 2005 18:04:03 GMT  
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htmlgod wrote on Mon, 14 November 2005 10:20Well, Aircraftkiller, it was hard enough that you apparently never figured it out. And that's saying something, considering the amount of time you spent in W3D.

Hats off to Reborn!

excellent. (And I am really ok to share that with you htmlgod, now it depends of the one who did it.)

Now, from dark:

Quote:Unlike any other Renegade mod Reborn will have lightmaps. Here is an example taken in W3D Viewer.(Will look exactly the same ingame.)

(PS: ack, it's w3d pics only there. You think it looks too good for w3d? It's normal, we know what we do unlike you here...)

From Sloth: Video for those who don't believe...

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