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Subject: Re: w3d exporter for max!

Posted by [PaRaDoX](#) on Tue, 25 Jul 2006 10:41:20 GMT

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most people do know about it but are to lazy to use it  
spec+bump all shitty textures but just for show.. the base texture is blue, the enviornment texture is  
a red sun set

here is bump maps

here is the texture

here is it normal mapped

now don't get me wrong, renegade CANT support this, yet. But we have the shader files to add  
these into renegade. the main problem we have is that if we do add this, the same map will be  
tiled over everything. so we are working on it lol

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