Subject: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation
Posted by SuperFlyingEngi on Fri, 28 Jul 2006 15:15:12 GMT
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Does anyone know if [and/or how] it's possible to import a mesh for the terrain of a map into RenX instead of modeling the mesh in that program, and instead just use RenX to add blockers and collision properties and textures to the map?