Subject: Re: scripts.dll 3.0 WIP update Posted by Halo38 on Fri, 29 Sep 2006 21:01:59 GMT View Forum Message <> Reply to Message

I'm unfamiliar with what is possible in ren and the things that are possible with these scripts you guys write, but are you working on implementing normal mapping in renegade? I would definatly uses it if it was.

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