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Subject: Re: Proper lightmapping in renegade will soon be possible

Posted by [Sanada78](#) on Thu, 18 Jan 2007 00:21:15 GMT

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GMax (RenX) has no rendering capabilities, hence why it's free. It's a cut-down version of an older version of 3dsmax. The rendering function is needed to bake the light/shadow maps for the map.

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