Subject: Re: Proper lightmapping in renegade will soon be possible Posted by =HT=T-Bird on Thu, 18 Jan 2007 12:31:32 GMT View Forum Message <> Reply to Message

On a related note, why has nobody bothered to make a W3D exporter for Blender in Python?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums