Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by rm5248 on Thu, 08 Feb 2007 02:08:30 GMT
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Merovingian wrote on Thu, 18 January 2007 08:41Because everyone uses Max since it's better.

Blender > Max.  Simple, really.

Anyway, I would like to see an exporter for Blender.  If you really want, ask at blenderartists.org, there' s a special spot on the forum.  Of course, you could just make everything in Blender and then export to 3ds, load it into gMax and then export it to w3d.