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Subject: Re: Shaders Textures etc. (3DS MAX 8)

Posted by [saberhawk](#) on Sun, 22 Feb 2009 01:32:24 GMT

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madrackz wrote on Sat, 21 February 2009 12:35Do anyone know how i apply Normal Maps, Bumps Maps for Renegade in 3DS MAX? look i took the CSS Char and he came out damn awesome with the normall map (i just loaded and exported the Model, i did nothing with the material)

I'd really recommend not doing so for infantry with scripts 3.4.4 as you will find very strange issues cropping up. Best wait for scripts 4.

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