Subject: Re: C&C_The_Canyon (Wip infantry map) Posted by Mauler on Sun, 02 Oct 2011 22:12:30 GMT View Forum Message <> Reply to Message

Nice stuff! And the lightmapping process does involve having a copy of 3DSMax in order to render a lightmap texture.

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