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Subject: just can't get the hang of texturing my map in G-max!!

Posted by [Titan1x77](#) on Mon, 17 Mar 2003 22:05:56 GMT

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yeah laubei just gave me the run down on G-max and really helped me out

Im still gonna finish my BD version of TIB pit while its in heightfeild...but for now on i'll be using renx for all my terrain

Heightfeild was cool,cuz it helped mt think out ideas for maps....now i just have to learn how to use renx for terrain and i can put those ideas to use.

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