
Subject: Re: CNC Reborn Update: Lightmaps
Posted by [Renardin6](#) on Mon, 14 Nov 2005 23:28:31 GMT
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Chronojam wrote on Mon, 14 November 2005 16:30
11.14.05

CNC Reborn Update: Lightmaps

ok, first off, we have been hard at working knocking off items as we put them in-game...

-Reborn lighting work becomes public at Renforums-

The same day, you realize you never managed to do that and start to realize the new Reborn team started the mod in april 2004 (a complete new mod, I told it 1564646468468 times to you all...). So not even 2 years yet. Strong of 2 years and a half on the same engine, you never figured how to do this. But you still have the "spamz0r comment" award.

Congratulations.

(now I suggest you stay away from the topic because you make only yourself looking like bunch of idiots.)