
Subject: Re: Faked "Lightmap" Creation in 3D Studio Max - A Tutorial
Posted by [sloth4urluv](#) on Mon, 19 Dec 2005 16:03:30 GMT

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Never once said it wasnt texture baking, might have said it wasnt just texture baking.

And if you have such great love for the community and dont keep stuff from the community like reborn then you should have no problem sharing silent kanes max plugin with everyone.
