
Subject: Re: Apply a normal or bump-map in RenX
Posted by [Veyrdite](#) on Sun, 24 Feb 2008 07:04:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your normal-mapped stank doesn't look any different from the normal Stealth Tank.
EDIT: file:///C:/Program%20Files/RenegadePublicTools/HowTo/W3D%20Tutorials/content/vertex_material.htm
