Subject: Re: Texture Paint how?

Posted by R315r4z0r on Tue, 23 Dec 2008 18:49:22 GMT

View Forum Message <> Reply to Message

Making the terrain is easy enough, but unfortunately you can't do something like that in RenX... or at least I would of used it already if you could.

It is probably a downloaded addon for 3DsMax. Google it.