Subject: Re: [WIP] Texture Replacement Mod Posted by mrãçÄ·z on Sat, 31 Jan 2009 16:41:51 GMT View Forum Message <> Reply to Message

Hmm pretty cool, just wondering how to enable Normall maps in 3DS Max for Renegade. Becuase i dont want to use the Shaders.sdb because its bugged. Any ideas?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums