
Subject: Shadows?

Posted by [Anonymous](#) on Wed, 08 Jan 2003 18:00:00 GMT

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How can i do this?<http://www.n00bstories.com/image.view.php?id=1763672695???>

Subject: Shadows?

Posted by [Anonymous](#) on Wed, 08 Jan 2003 18:08:00 GMT

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That's multi-texture lighting... And it's only possible with the 3D Studio Max W3D tools, which we do not have.

Subject: Shadows?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 05:07:00 GMT

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you mean you dont have them

Subject: Shadows?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 07:09:00 GMT

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ahhh, so thats what all those crazy ass textures are that I see when extracting stuff....

Subject: Shadows?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 09:12:00 GMT

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ahh, mapping in 3dsmax with texturing and export that would be nice....Is there a change that the gamepack for 3dsmax will be ever released?

Subject: Shadows?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:36:00 GMT

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ww will never release it... it has too much of the w3d engine source built into it.... and they dont want any other companies to get a glimpse of their w3d system

Subject: Shadows?

Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:07:00 GMT

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Computing Vertex Solve adds somewhat of a darker lighting in some cases, but it's probably not the kind of shadow you're looking for.

Subject: Shadows?

Posted by [Anonymous](#) on Fri, 10 Jan 2003 00:47:00 GMT

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quote:Originally posted by StoneRook:you mean you dont have them
