How hard could that possibly be? Max already has texture baking in place. Now I want to see you do the levels too, and actually get a usable modification out. Oh, and fix the myriad of problems "Reborn" has including the intense hate this community harbors for something that's been the campaign of lies and deception for the past two years.

Get work in-game - get something done. If you're only on fucking lightmaps (Which were done with Lightscape, not whatever you just wrote exdeath... And don't think I take Reborn's failures out on you considering you already told me you don't like them anyway, which goes for a good part of their own team) so far I have the distinct feeling it won't be done for yet another year or two.

The game is dead, you guys are way behind and nobody is going to bother playing this pile of crap.

Oh and one last thing: That's not a W3D render, the lines are way too smooth and the texture filtering resembles render quality, not standard game quality - even with filtering enhancement. Put it in-game as usual... Why should I have to keep telling you that?