
Subject: Re: Faked "Lightmap" Creation in 3D Studio Max - A Tutorial
Posted by [Titan1x77](#) on Mon, 19 Dec 2005 14:51:42 GMT

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First of all there isn't much left to do in LE. Secondly there is quite a few steps you mentioned that isn't necessary.

Seeing you never helped me out I'll let you figure it out on your own.

Reborn will be releasing a proper tutorial shortly after the release of the mod.
