Subject: Re: w3d exporter for max!
Posted by PaRaDoX on Mon, 24 Jul 2006 18:52:56 GMT

Jeep Rubi wrote on Mon, 24 July 2006 11:330_o is that a bump/ specular map on the W3D engine!? If it is im so exited...
Its not. its called normal maping renegade already can do bump/specular