
Subject: Re: Render scene in Gmax/RenX
Posted by [Veyrdite](#) on Sun, 21 Sep 2008 01:58:55 GMT
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No eh? I seem to have got it working.

I found out I had needed to set the global light's range up. Shame about the 8-bit colour though.

File Attachments

1) [rf_teapotGMAX.png](#), downloaded 165 times



2) [rf_teapotGMAX.jpg](#), downloaded 407 times

