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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

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1) [rf\\_teapotGMAX.png](#), downloaded 297 times



2) [rf\\_teapotGMAX.jpg](#), downloaded 649 times

