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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.

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File Attachments

1) [rf\\_teapotGMAX.png](#), downloaded 191 times



2) [rf\\_teapotGMAX.jpg](#), downloaded 466 times

