
Subject: Renegade: Combat Evolved Announced!!!
Posted by [GonerX](#) on Sun, 04 Apr 2004 20:29:46 GMT
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mmhmmm...

Well I definitely can see the easy side of this myself but yeah the part about UVW map does catch my attention... So skinning the map's mesh with the same exact mesh and texture from Halo wont really work???

I havnt tried this with map mesh files but it would be quite a challenge to recreate the mapping of the texture to the mesh...

I reccomend you try testing exact replicas from Halo.. If you dont know how to get those "copies" then I can fetch them for you myself and may determine its works as well...
