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Subject: Re: Proper lightmapping in renegade will soon be possible

Posted by [Renx](#) on Fri, 12 Jan 2007 13:55:40 GMT

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Jerad Gray wrote on Fri, 12 January 2007 00:25Renx wrote on Thu, 11 January 2007 21:06Didn't someone do this a while ago and not release it?

Ya, I remember someone bragging about that awhile ago, but I think in the end it ended up having to do with vertex paint.

Renx wrote on Thu, 11 January 2007 21:06

SomeRhino made dynamic lighting a couple years ago. It reduced framerates too much.

No he set up texture projectors, and from my experience it has no effect on fps (unless you have a piece of crap graphics card).

Whatever he was using caused his FPS to plummet to 20fps or less in a LAN game when he normally for 40+ online, from what I remember.

As for the lightmaps, it was someone else in Reborn that claimed to do it, but Aircraftkiller accused them of just texture baking(which it ended up being). Then Aircraftkiller claimed to know how to do the real thing I think.

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