Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Wed, 17 Jan 2007 01:17:18 GMT
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Will this lighting program run in level edit, I hope so, because when I add in my trees I add them in level edit, not RenX. So it might look a bit dumb for the trees not to have shadows. But something is better than nothing, you guys are doing really good work.