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Subject: Re: Status: .mix -> .lvl converter

Posted by [PaRaDoX](#) on Sun, 09 Sep 2007 09:27:03 GMT

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Dthdealer wrote on Sun, 09 September 2007 00:38Woot! Finally i might be able to resurrect lost maps.

Keep it up

I don't think vertex lighting is important to import, as long as you get the coords and settings of each light node people will be able to Compute Vertex Solve on their own.

EDIT: I don't think the ambient light params are exported, they are probably a number before export, and simply discarded when exporting. (Only the vertex lighting information is left)

You would be right if light did not react with everything else in the level when you play it.

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