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Subject: Re: Basic Lightmap Tutorial

Posted by [saberhawk](#) on Wed, 20 Aug 2008 09:08:10 GMT

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Mauler wrote on Wed, 20 August 2008 04:02

This tutorial was written to explain the basics of making fully working lightmap/shadows playable in Renegade, it does not go into detail on how to setup up your level lighting. Its more on how to apply your lightmap into the renegade engine.

Sadly, it doesn't really explain how to put "fully working" lightmaps in because they need special chunks in the exported W3D files to be considered "lightmaps" by the engine. This also doesn't cover exporting the needed (and matching) wlt files so that dynamic object lighting looks correct.

EDIT: Also, Sloth4urluv already wrote this tutorial. Nice job copying him.

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