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Subject: Re: Basic Lightmap Tutorial

Posted by [Mauler](#) on Sun, 31 Aug 2008 11:07:00 GMT

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PaRaDoX wrote on Sun, 31 August 2008 05:17 you could have at least mentioned sloth for figuring out how to get the UVW mapping on the second channel right and the exporter, too.

Mauler wrote on Wed, 20 August 2008 05:02

LEVEL OF DIFFICULTY: MEDIUM- KNOWLEDGE ON MAX AND RELEVANT SOFTWARE

Original Lightmap Tutorial by Sloth4urluv Compiled and Re-Edited by Mauler

This tutorial was written to explain the basics of making 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.

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