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Subject: Dynamic Lighting

Posted by [Renardin6](#) on Mon, 27 Apr 2009 09:04:59 GMT

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Seeing what you can do with the water, do you plan to include a new system of lighting for the w3d engine? Or would it be impossible without the source code.

I always wanted to see some dynamic lighting in renegade. It would mean that we wouldn't need lightmap to make the maps looking good.

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