
Subject: Re: Light Map Help

Posted by [Reaver11](#) on Sat, 26 Sep 2009 22:40:37 GMT

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It's not the lightmap. It's the callbox that calls the lightscpaes imported to leveleditor.

It should be part of the interior file. If you remove that callbox probably something like mgref_lu~
(Just guessing)

Then it might be gone. Not sure if this would require a lightmap fix on every map.
