reborn wrote on Thu, 26 August 2010 15:55To produce proper westwood style light maps would be really kick-ass!
If you had the time to look and this and recreate the tool that done this, it would be excellent!

They used Autodesk Lightscape to do the lightmaps, wich is now part of 3dsmax since max5 after Discreet bought Autodesk.

The w3d files holds all prelit multi-pass and multi-texture lightmaps info such as uvw map, the wlt files holds all lights information. Like light type, pos, fade start - end, ect...

But I don't think recreating the tool to export wlt and w3d is what you'd need here since you gonna use them in UT3 right ?

All you need here is some Artists, that knows about light stuff.

I could Import a full w3d model like mgbar_int_lm001 in max with all prelit materials and lights, as an example.

Or may be I don't get what you mean, let me know.
Abjab