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Subject: prelit materials lightmaps, exporting wlt files

Posted by [Abjab](#) on Sat, 28 Aug 2010 02:13:54 GMT

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reborn wrote on Thu, 26 August 2010 02:13

Would you consider recreating the tool/plugin that Westwood used that takes the information in the lightscape file along with the w3d file and creates a new w3d file, a wlt file and a series of textures?

ok, I'll work on that.

It's not as hard as you might think. .wlt files just holds lights informations. Nothing to do with lightmaps which are tga files used in prelit multipass or multitextures materials. The UVW map coordinates for those textures are stored in the w3d file.

Since the W3D Engine used by Renegade and E&B does not support Dynamic Lightning that's the reason why you always have lightmaps (funny looking tga) with wlt files since all interiors are prelit.

In other words, you need to read some tutorials on how to create lightmaps.

Meanwhile I'll try to find the latest scripts of my tools since it already supports lights and multi-texture materials. I'll import one of the interiors models so you can see how it should look like before export.

Abjab