Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Aircraftkiller on Sun, 05 Jun 2011 16:40:37 GMT
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I'd like a status update on this.

/edit
//This is why:
///
////I've been going back to the old building interiors and developed new ones. This is the MP
Construction Yard with a properly designed interior and lightmaps in W3D viewer, but the lightmap
chunks aren't being read by the viewer. I'd like to use the tool to get this to work, and would like to
release the W3Ds to the public so they can use them instead of badly solved vertex lighting.