Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Aircraftkiller on Mon, 06 Jun 2011 16:36:15 GMT

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If you read the topic instead of skimming through it, jonwil's original post says: "Then a special tool which I am currently writing takes this w3d file as input and generates another w3d file with the correct lightmapping chunks."

The CY interior doesn't have the proper lightmap chunks in the W3D file. So it still gets vertex lighting applied to it, which is bad. I don't need two different types of lighting on a single model. I'd like to be able to set the light animation as well, because currently it will not turn red when destroyed or if power is out.