Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 26 Jun 2011 17:59:29 GMT
View Forum Message <> Reply to Message

Tested a copy of the WLT export tool for Maya 2010 that Saberhawk is working on. He's fixed some bugs, and it exports completely usable WLT files. I have to say, it was nice to be able to export mncom_int_lm003.w3d and have mncom_int_lm003.wlt to go with it. All of the lights were pre-placed in the positions I had them inside of 3DS Max before I exported them to Maya for WLT conversion.

The only thing keeping buildings-setup.max from release is having the light-mapped interiors edited with the light map chunk tool.