
Subject: Re: RA_Fjord

Posted by [Mauler](#) on Sun, 11 Sep 2011 03:23:34 GMT

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Aircraftkiller wrote on Sat, 10 September 2011 09:57: Building interiors that aren't made by Westwood using their W3D export tool will not change lighting. Saberhawk would need to finish his light map tool for me before I could be asked to spend the time to create another set of lights and light maps for my interiors. Otherwise they won't switch when the building loses power or is destroyed. There's just no way to do it, unfortunately, without his help.

Well it is possible to change the lightmap texture just like the way Renegade does, but it does not change the lighting sadly. Here is a video of my lightmap change ingame. I know this isn't the way Westwood would have done it.. but it's half way there.

The way mine is setup.. it's just one lightmap texture with a few modifications in Photoshop. If I spent more time on it, I could change the lighting on the same lightmap unwrap I did for the normal lightmap and render a second one with the destroyed lighting. If I ever get my hands on Saberhawk's tool I will be prepared
