
Subject: Re: RA_Fjord

Posted by [Mauler](#) on Sun, 11 Sep 2011 03:47:39 GMT

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Aircraftkiller wrote on Sat, 10 September 2011 21:34 I'd rather have it working with a second WLT file so that it swaps out the lights. How'd you get that running? Is the structure interior a tile, so it swaps out in an animation?

So would I lol, I have to use this method for now until that tool is released. That's exactly the way it's setup. Aggregate tile with building aggregate setting and a animation set in Max with visibility track that hides one mesh with regular lightmap and a second one with the destroyed lighting lightmap. Both meshes are using the same scene materials so there shouldn't be any performance issues.
