

---

Subject: Re: W3D Blender

Posted by [saberhawk](#) on Sun, 03 Jun 2012 03:10:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yesfish wrote on Tue, 29 May 2012 02:35

There are three rendering options which are simultaneously present to support different quality modes. Vertex Lit, multi-pass, multi-texture. Anyone know which is considered the 'best'? My instincts say multi-pass as it matches directly with RenX material editor. But multi-texture looks like it was added after multi-pass. Multi-texture is also a little weird, it could be an issue.

They are actually lighting modes and not exported from RenX. The WW workflow was to export something from "RenX" and bring it into a lightmapping tool (which wasn't released), calculate the lighting for the level and transform the bare material/shader/etc chunks into copies configured for each lighting type.

---