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Subject: Re: C&C Noddingham

Posted by [Aircraftkiller](#) on Thu, 05 Jul 2012 17:54:59 GMT

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Lightmapping requires far too much of the precious little time I have to devote to personal projects; so, no, I will not be lightmapping it. There is no tool to set the chunks that disable vertex lighting anyhow, so it would be a waste of time to lightmap anything but the structure interiors.

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