

---

Subject: Re: C&C Noddingham

Posted by [Mauler](#) on Sun, 22 Jul 2012 03:37:58 GMT

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

---

Aircraftkiller wrote on Thu, 05 July 2012 11:54 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.

I have successfully disabled vertex lighting in my lightmapped models... Just tested it and the W3D Viewer Scene lights and ambient lighting does not affect the material so all the lighting information comes directly from the lightmap rendered from Max

Here is a video i made up to demo it

<http://www.youtube.com/watch?v=8rrJ-XC-zyg>

---