yeah but increasing the ambient lighting ingame or the viewer causes undesired effects. I have disabled vertex lighting ingame,w3d, editor..

Here is another video showcasing the models that i created to test this with.
http://www.youtube.com/watch?v=OUF5xKCXNgI&feature=plcp

Sunlight,Ambient lighting is not affecting the structure exterior, interior lightmaps. Before this method the ambient lighting needed to be set at 145,145,145 and in greyscale only.. as any other settings, things would not look correct..

No Chunk tools needed...

Another note I would like to mention is you can disable lighting on anything, not just meshes with lightmaps. Anything you don't want engine lighting on can be disabled.