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Subject: Re: New tool I am working on, feedback wanted

Posted by [Mauler](#) on Tue, 21 Aug 2012 03:12:41 GMT

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All this is great but light mapping is not easy and it very time consuming, so experience with unwrapping and graphic software is needed

Also the method you mentioned would be the easiest imho, all that really needs changing in the main interior or exterior of the structure would be the lightmap

I would love to know how alternate materials can be applied.. Seems there are some w3d flags we do not have access to in the current max tools

And the animated tiles is only thing to come close to what Westwood had done with their structures, not to mention the ability to disable vertex lighting from max also brought it a lot closer than anyone else has, without custom tools.

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