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Subject: Conquest Winter Preview!

Posted by [OrcaPilot26](#) on Sat, 15 Mar 2003 04:00:08 GMT

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Aircraftkiller You obviously know nothing about Lightscape.

It is far superior to using forged lightmaps, as it creates all of the radiosity data needed for the most realistic lighting possible in a map.

What about a combination of "forged lightmaps" and lightscape?

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