
Subject: Conquest Winter Preview!

Posted by [SomeRhino](#) on Sat, 15 Mar 2003 04:22:45 GMT

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The lighting in the Commando editor uses vertex lighting. Lightscape is a plugin for Max that automatically puts these maps all over the level, and makes them much cleaner as well. Lightscape also accounts for bump-mapping I believe. Since I don't have Max (or \$3500 lying around for that matter,) Lightscape or the Westwood Max plugin, I can't create real lightmaps. I can only do simple shadowmaps manually, as seen in the level. But they don't take as long as you might think to do, I got all the buildings done in probably less than an hour.
