Posted by deadmoap on Thu, 03 Jun 2004 22:36:42 GMT
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I'm not too into the whole 3D graphics thoery, but does renegade support lightmapping? I have a few programs that do lightmapping... but file conversions are what I'm worried about. Gmax wont export texture, for one thing. But I think a lightmap is like a texture that just brightens or darkens certain areas. I think I could get away with doing this:

Export the map from gmax to gile[s] (my favorite lightmapper)
Render the lightmap
Export to 3ds
Import in gmax
Apply textures to my map

Would this work? I know that the 3ds format supports lightmapping, otherwise I don't think gile[s] would export to it. But I'm mainly wondering if I have to apply the texture before lightmapping.

But even if it did work, does the w3d format support lightmaps? In fact does renegade support lightmaps?