

---

Subject: Infantry Aggregates Mod

Posted by [YSLMuffins](#) on Sun, 13 Jun 2004 03:45:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Lightmaps make a big difference.

Besides, I can think of a way to fix the glass without losing lightmaps, but it's a bit longwinded. It gets the job done though.

Simply import the basic WF interior in gmax with the w3d importer and make an appropriate glass mesh to cover the window. Export the lone mesh as a simple w3d and make a proxy for it. It'd require temporary importing of every WW map, but it's the only way I can think of doing it.

There's probably a better way though. It's how I kept most of the lightmapping on Volcano flying.

---