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Subject: w3d.ms

Posted by [Cpo64](#) on Thu, 02 Sep 2004 05:58:51 GMT

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Anyone had a look at this file?

I notice there was some excluded portions in this file most interesting of (to me) starts on line 746  
#W3D\_CHUNK\_PRELIT\_LIGHTMAP\_MULTI\_TEXTURE:

Not sure if this (and other portions) were excluded because they don't work, were unfinished or because ws didn't want us to play.

Someone probaly has looked at this before but hey, I thought it was worth mentioning.

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Subject: w3d.ms

Posted by [Sir Kane](#) on Fri, 03 Sep 2004 17:02:18 GMT

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gmax doesn't support light mapping.

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