Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 21:02:00 GMT
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I've tried to gather some information about .WLT files inside the originally official Westwood .MIX files.Here is a bit of what I found: quote:Originally posted by Greg Hjelstrom:Wlt files are collections of lights that our lightmapping tool generates. None of the public tools generate them so just ignore them. quote:Originally posted by Abjab:Well, if your talking about the original exported lights, you can use them in comando as well.For example, the com center Interior W3D file is com_int_lm003.w3d, and the file that contains the lights is com_int_lm003.wltjust put the associeted wlt file in the same folder of your w3d and they will be importednow if you are making your own lights... you'll have to wait for my W3D EditorI personally would like to explore more about the .WLT files, specially how I can create/edit them......Anyone with more info regarding this?

Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 21:25:00 GMT
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You don't want to learn about it. You want to learn how to steal the technique.But just for your information, there's no way of making Westwood Light Tablulation files without their tools or without Abjab's W3D tools, which will quite likely never be released.

Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 21:29:00 GMT
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Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 21:34:00 GMT
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quote:Originally posted by aircraftkiller2001:You don't want to learn about it. You want to learn how to steal the technique.But just for your information, there's no way of making Westwood Light Tablulation files without their tools or without Abjab's W3D tools, which will quite likely never be released.Sorry, Mr. Aircraftnerd2001, but I'm looking for useful comments, not useless piece of internet trash, which is usually what you post.And remember, it's Tabulation, not "Tablulation".

Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 22:12:00 GMT
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ok, here is the full story on lighting in W3D files.1.there is the WLT file. A WLT file is basicly a bunch of light definitons. The format of these is documented in the w3d_file.h and stuff, its not complex.2.there is the PRELIT_VERTEX and PRELIT_LIGTHMAP chunks in the w3d file. The format of all the relavent chunks is documented in w3d_file.h so thats not a problemand 3.there are the special lighting textures. For example nod_tower001.w3d has a folder called nod_tower001+ that has a file called 0.dds in it.These texture files contains some kind of lightmap information, how it works I havent a clue.Acording to Greg Hjelstrom, westwood uses some special commercial costs big $$$ lighting tool then runs the output of that tool through some special in-house program to generate the 3 items above. Anyone that has the necessary information (the formats of the relavent chunks plus the deails of how the special textures works) and the necessary skills could write their own lightmapping tool. I havent heard anything anything indicating that abjab or anyone else is working on such a tool but I might be wrong   As for abjabs w3d->gmax converter and stuff, the reason its not out yet is because the people working on it havent got the time (too busy with other things I guess)

Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 22:17:00 GMT
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Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 22:25:00 GMT
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quote:Originally posted by Jonathan Wilson:ok, here is the full story on lighting in W3D files.1.there is the WLT file. A WLT file is basicly a bunch of light definitons. The format of these is documented in the w3d_file.h and stuff, its not complex.2.there is the PRELIT_VERTEX and PRELIT_LIGTHMAP chunks in the w3d file. The format of all the relavent chunks is documented in w3d_file.h so thats not a problemand 3.there are the special lighting textures. For example nod_tower001.w3d has a folder called nod_tower001+ that has a file called 0.dds in it.These

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Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 23:24:00 GMT
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You'd need the lightmap plugin and Westwood's dev tools for Max if you wanted to create lightmaps. I tried to create my own using fading alpha channels on colored bitmaps, but they looked too banded because of the mere 256 opacity values available. Lightmaps should be ignored, like Greg said.

Subject: Help Needed with WLT files
Posted by Anonymous on Sat, 28 Dec 2002 23:32:00 GMT
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What purpose would creating your own WLT files serve? Would they make a map look better, or what? If they don't do anything, then why bother creating one?

Subject: Help Needed with WLT files
Posted by Anonymous on Sun, 29 Dec 2002 01:49:00 GMT
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quote:Originally posted by rjs87: quote:Originally posted by aircraftkiller2001:   quote:Originally

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You assume too much. Try thinking outside the box, kid.

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quote:Originally posted by aircraftkiller2001:You assume too much. Try thinking outside the box, kid.You assume too much. Try thinking outside the box, and realize adults play this game too. You know...like me, person. [December 29, 2002, 03:13: Message edited by: rjs87]

Subject: Help Needed with WLT files
Posted by Anonymous on Sun, 29 Dec 2002 10:19:00 GMT
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Fight, fight, fight!!

Subject: Help Needed with WLT files
Posted by Anonymous on Sun, 29 Dec 2002 11:22:00 GMT
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This makes me wonder why WS won't make a flame section on these forums. Keep the Mod forums and other parts clean... [December 29, 2002, 11:23: Message edited by: vloktboky03]

Subject: Help Needed with WLT files
Posted by Anonymous on Sun, 29 Dec 2002 13:58:00 GMT
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ding ding!

Subject: Help Needed with WLT files
Posted by Anonymous on Sun, 29 Dec 2002 16:52:00 GMT
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I specifically remember Abjab telling me that he was going to create a tool to make "prelit-pass textures", which "cannot be created by the tools WS gave us".That was quite some time ago. I dont think he ever made it, but I do know that if anyone could, he could.