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Subject: Basic Lightmap Tutorial

Posted by [Mauler](#) on Wed, 20 Aug 2008 09:02:55 GMT

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**\*\*Updated on both Hosted Sites\*\***

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Subject: Re: Basic Lightmap Tutorial

Posted by [saberhawk](#) on Wed, 20 Aug 2008 09:08:10 GMT

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Mauler wrote on Wed, 20 August 2008 04:02

This tutorial was written to explain the basics of making fully working lightmap/shadows playable in Renegade, it does not go into detail on how to setup up your level lighting. Its more on how to apply your lightmap into the renegade engine.

Sadly, it doesn't really explain how to put "fully working" lightmaps in because they need special chunks in the exported W3D files to be considered "lightmaps" by the engine. This also doesn't cover exporting the needed (and matching) wlt files so that dynamic object lighting looks correct.

EDIT: Also, Sloth4urluv already wrote this tutorial. Nice job copying him.

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Subject: Re: Basic Lightmap Tutorial

Posted by [\\_SSnipe\\_](#) on Wed, 20 Aug 2008 09:27:57 GMT

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Saberhawk wrote on Wed, 20 August 2008 02:08Mauler wrote on Wed, 20 August 2008 04:02

This tutorial was written to explain the basics of making fully working lightmap/shadows playable in Renegade, it does not go into detail on how to setup up your level lighting. Its more on how to apply your lightmap into the renegade engine.

Sadly, it doesn't really explain how to put "fully working" lightmaps in because they need special chunks in the exported W3D files to be considered "lightmaps" by the engine. This also doesn't cover exporting the needed (and matching) wlt files so that dynamic object lighting looks correct.

EDIT: Also, Sloth4urluv already wrote this tutorial. Nice job copying him.

damn pretty fucked up

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Mauler](#) on Wed, 20 Aug 2008 09:31:35 GMT  
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I'm nearly improving on his tutorial besides i think this is explained better! not to be putting sloth down or anything.. its just when i followed it i was so confused !. this is the third day i've been experimenting with this..

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Subject: Re: Basic Lightmap Tutorial  
Posted by [saberhawk](#) on Wed, 20 Aug 2008 09:33:51 GMT  
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Mauler wrote on Wed, 20 August 2008 04:31I'm nearly improving on his tutorial besides i think this is explained better! not to be putting sloth down or anything.. its just when i followed it i was so confused !. this is the third day i've been experimenting with this..

In that case, you would cite his original tutorial. Instead, you copied and edited it without a mention of "Sloth" or that you were not the original author of this tutorial anywhere. You even had "Written by Mauler" in the header image...

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Mauler](#) on Wed, 20 Aug 2008 09:56:24 GMT  
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Well didn't intend to make it seem that way.. i only put written my me due to the fact i did write it but i guess it could be taking the wrong way.. i apologize if you think different then i have no idea.. anyways yes this is a edited version of sloth4urluv's tutorial i just wanted to write a tutorial that you can actually follow

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Mauler](#) on Wed, 20 Aug 2008 10:04:00 GMT  
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Anyways heres a video of the maps in game  
Video Ingame  
W3DVIEWER  
Silos

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Subject: Re: Basic Lightmap Tutorial  
Posted by [renalpha](#) on Wed, 20 Aug 2008 13:40:51 GMT  
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nice tutorial man,  
keep up the good work

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Subject: Re: Basic Lightmap Tutorial  
Posted by [R315r4z0r](#) on Wed, 20 Aug 2008 15:53:53 GMT  
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Yay! I've been looking for a lightmap tutorial!

I tried following that other one once and I didn't understand it really.

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Subject: Re: Basic Lightmap Tutorial  
Posted by [ErroR](#) on Thu, 21 Aug 2008 17:34:50 GMT  
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Good. From the start ur posts are usefull keep it up

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Subject: Re: Basic Lightmap Tutorial  
Posted by [SecretAgent](#) on Thu, 21 Aug 2008 19:27:17 GMT  
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Is this what they call "Dynamic Lightning?"  
Its awesome anyways. (gonna try to make the same silo interior someday )

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Subject: Re: Basic Lightmap Tutorial  
Posted by [saberhawk](#) on Fri, 22 Aug 2008 01:32:38 GMT  
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SecretAgent wrote on Thu, 21 August 2008 14:27: Is this what they call "Dynamic Lightning?"  
Its awesome anyways. (gonna try to make the same silo interior someday )

Exact opposite. Lightmaps are baked lighting in textures.

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Gen\\_Blacky](#) on Fri, 22 Aug 2008 02:25:56 GMT  
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same thing to render to texture ?

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Subject: Re: Basic Lightmap Tutorial  
Posted by [R315r4z0r](#) on Fri, 22 Aug 2008 03:34:54 GMT  
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SecretAgent wrote on Thu, 21 August 2008 15:27: "Is this what they call "Dynamic Lightning?"  
No, this is "Static Lighting"

The words Static and Dynamic are antonyms. Static means to be fixed, stationary, never changing. While Dynamic means constant change or updating.

So Static lighting is having a single immovable light source that casts permanent shadows over an area. Dynamic lighting, however, is a moving light source that cast shadows over areas that are obscured from the light. (Think of the moving sun or maybe a flashlight)

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Subject: Re: Basic Lightmap Tutorial  
Posted by [PaRaDoX](#) on Sun, 31 Aug 2008 09:17:50 GMT  
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you could have at least mentioned sloth for figuring out how to get the UVW mapping on the second channel right and the exporter, too.

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Mauler](#) on Sun, 31 Aug 2008 11:07:00 GMT  
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PaRaDoX wrote on Sun, 31 August 2008 05:17: you could have at least mentioned sloth for figuring out how to get the UVW mapping on the second channel right and the exporter, too.

Mauler wrote on Wed, 20 August 2008 05:02  
LEVEL OF DIFFICULTY: MEDIUM- KNOWLEDGE ON MAX AND RELEVANT SOFTWARE  
Original Lightmap Tutorial by Sloth4urluv Compiled and Re-Edited by Mauler

This tutorial was written to explain the basics of making lightmap/shadows playable in Renegade, it does not go into detail on how to setup up your level lighting. Its more on how to apply your lightmap into the renegade engine.

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Subject: Re: Basic Lightmap Tutorial  
Posted by [PaRaDoX](#) on Wed, 03 Sep 2008 11:50:56 GMT  
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Oh

now run it through word and I'll update the page.

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Di3HardNL](#) on Mon, 22 Sep 2008 18:32:41 GMT  
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Need a new link to the MULTI UNWRAP v2.1 please

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Mauler](#) on Tue, 23 Sep 2008 02:33:16 GMT  
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Site should be working... it works for me?, aswell i have send you a e-mail with the text file of the script to your account kwikreijrink@hotmail.com but i dunno if that is your current address, if not pm me on here and i can send you the file again

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Di3HardNL](#) on Tue, 23 Sep 2008 16:43:34 GMT  
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its not my current adress, just needed it to make a moddb account but i saw your mirrors so thank you.

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Subject: Re: Basic Lightmap Tutorial  
Posted by [Mauler](#) on Tue, 21 Oct 2008 20:45:18 GMT  
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Both hosted sites have been updated

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