Subject: Lightmaps
Posted by wubwub on Wed, 15 Aug 2012 16:23:46 GMT
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There used to be a tutorial for making light maps for interiors of buildings but I can't find a working link on google.

Is it too much to hope that anyone would have it?

Subject: Re: Lightmaps
Posted by Mauler on Thu, 16 Aug 2012 01:19:43 GMT
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I had one on Moddb but I requested them to take it down. I should have a newer video tutorial on how to set up the lightmap and how to disable vertex lighting properly with the Max 8 tools.. Will be hosted on Game-Maps.net , should be completed in the next few weeks so keep an eye on it

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Subject: Re: Lightmaps
Posted by jonwil on Thu, 16 Aug 2012 02:51:36 GMT
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The next version of scripts.dll (RC1) will have a feature that lets you completly disable vertex solve on a particular mesh. This is better than the trick of disabling primary gradient because it doesn't need to send all that unused lighting data to the GPU.
i.e. using this new feature (which will be a combination of a flag set in the mesh user text and a code change to LE) will give a performance boost vs doing it the other way.

We are also working on a related feature to auto-detect certain meshes that should not have vertex solve applied (i.e. water) and not apply vertex solve to them (so you wont need to manually hide them anymore)

Subject: Re: Lightmaps
Posted by Mauler on Thu, 16 Aug 2012 09:03:50 GMT
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That's nice to see that TT will include something better than what I found.. Nice! look forward to trying that out

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