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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [icedog90](#) on Wed, 16 Nov 2005 00:07:29 GMT  
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YSLMuffins wrote on Mon, 14 November 2005 20:14Wow, a lot goes on in a day. Shadows are a nice touch. Lightmaps, whatever. Except in other games when they slow your game down to a crawl \*cough\* AoE3 \*cough\*. Looks great. I hope we all can walk around that barracks ourselves soon enough.

<http://img247.imageshack.us/img247/5386/aoe314zf.jpg>  
<http://img247.imageshack.us/img247/1040/aoe325qq.jpg>  
<http://img247.imageshack.us/img247/3356/aoe336re.jpg>  
<http://img247.imageshack.us/img247/6268/aoe340hy.jpg>  
<http://img467.imageshack.us/img467/3694/aoe351qy.jpg>

Sorry, sometimes I like torturing people.

EXdeath7 wrote on Tue, 15 November 2005 10:42Where is somerhinos tutorial? As far as I know, he did them differently than we did and would take 10+ hours to do a map.

I think Beanyhead has it somewhere... I was just pointing that out because some people seemed to think that it was impossible to accomplish something pretty close to this.

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