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Subject: Proper lightmapping in renegade will soon be possible

Posted by [jonwil](#) on Thu, 11 Jan 2007 14:06:31 GMT

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Thanks to Sloth of the reborn team, we will soon have a way to generate proper lightmaps for renegade. Basicly, the lighting features of 3D Studio MAX are used to generate lighting information. This information is then used to generate a lightmap texture. (not being a 3D Studio guy I will let Sloth explain the exact details of how all this is done) This then gets applied to the object along with the normal textures. The w3d file is exported in the normal fashion. Then a special tool which I am currently writing takes this w3d file as input and generates another w3d file with the correct lightmapping chunks.

The end result should be properly lightmapped models.

I do not know when this tool will be released. I can say that when it is released it will include full source code released (like my other stuff) under the GNU General Public License.

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