

---

Subject: Re: Proper lightmapping in renegade will soon be possible

Posted by [Renx](#) on Fri, 12 Jan 2007 04:06:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Didn't someone do this a while ago and not release it?

Cpo64 wrote on Thu, 11 January 2007 21:21: What ever it will be will defently be better then the vertex lighting we have now! Now only if we could have dynamic lighting >.>

SomeRhino made dynamic lighting a couple years ago. It reduced framerates too much.

---