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

Posted by [Jerad2142](#) on Fri, 12 Jan 2007 04:25:15 GMT

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Renx wrote on Thu, 11 January 2007 21:06: Didn't someone do this a while ago and not release it?

Ya, I remember someone bragging about that awhile ago, but I think in the end it ended up having to do with vertex paint.

Renx wrote on Thu, 11 January 2007 21:06

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

No he set up texture projectors, and from my experience it has no effect on fps (unless you have a piece of crap graphics card).

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