
Subject: Re: Status: .mix -> .lvl converter
Posted by [Veyrdite](#) on Sun, 09 Sep 2007 04:38:44 GMT
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Woot! Finally i might be able to resurrect lost maps.
Keep it up

I don't think vertex lighting is important to import, as long as you get the coords and settings of each light node people will be able to Compute Vertex Solve on their own.

EDIT: I don't think the ambient light params are exported, they are probably a number before export, and simply discarded when exporting. (Only the vertex lighting information is left)
