Subject: Lightmapping
Posted by Di3HardNL on Tue, 20 Jan 2009 22:01:19 GMT

Hey I am nearly at the point that I am going to lightmap my C&C Hourglass tunnels.

Only I used to lightmap with 3ds Max since I wasn't editing the file in LE. But since I have to open this in LE I could also lightmap it there.
But I don't really know how to, when I create a Lightscape there doesnt show alot light on the terrain :/

I know how to do it in 3DS Max but you have to lightmap per material and I have like 60 materials, so that will take like a week to get it all right.

Could someone help me lightmapping with LE?

Thx