
Subject: Re: Bumpmaps with shaders,dll?
Posted by [Spyder](#) on Fri, 25 Sep 2009 16:04:56 GMT
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Saberhawk wrote on Fri, 25 September 2009 17:26Lightmapping is definitely unrelated to bumpmapping. The support for it in scripts 3.4.4 and below is flaky at best (1 non-engine specified directional light). However, with scripts 4.0 there's a per-pixel lighting shader which uses all 4 engine lights which is probably what you are looking for.

Thanks for replying, I'm looking forward to it and I hope it's what I'm looking for. Else, this COULD BE a new feature for you to look at.
