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Subject: Re: [TOOL] chunky

Posted by [Mauler](#) on Tue, 03 Jul 2012 22:36:34 GMT

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I asked due to a previous PM i sent you earlier about WLT files,

and you replied with this

Quote:The chunk tool will be released when it's done, the wlt plugin is attached. You will need the Visual Studio 2010 Redistributable package installed.

Quote:The wlt file just contains lights that are imported into LevelEdit for dynamic objects. The chunk tool takes 3 or 5 different exported w3d files (depending on whether or not alternate materials are used aka destroyed building materials/lights) and turns them into a single w3d file with proper lightmap chunks so that the lighting mode setting in wwconfig works and the game/LE don't try applying vertex lighting.

So that's why i asked if this was the chunk tool you had mentioned that would create a new W3D with the prelit chunks

But i'm guessing this is different

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