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Subject: Lightmapping...

Posted by [Aircraftkiller](#) on Sat, 12 Jun 2004 05:56:01 GMT

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That doesn't make much sense considering things shouldn't go slower when they're less detailed, unless something REALLY went wrong.

I was told that the lightmapping caused a lot of processing hits due to the second pass, or detail texture, it added across the board on the entire level by Mike Amerson, who was working with the Islands level and had mapped it out himself. Just going by what he said with that one.

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