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Subject: Aircraftkiller: Lightscape?

Posted by [Blazer](#) on Tue, 25 Mar 2003 21:05:45 GMT

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I know that the WS levels have lightscape rendering in them. I have a friend back home who has a legit copy of Lightscape that he only used once. So, if I had Lightscape, could I use it to render lighting effects for a map and import it?

Is lightscape what gives effects like the glow of the PTs on the floor in the powerplant, etc?

Okay let me clarify:

1. What exact effects did WS add with Lightscape?
2. Do you see any reason that I cannot use Lightscape myself to create similar effects for my own map?

This is all just hypothetical...Im not even working on a map yet, but the idea crossed my mind.

Anyone else who knows about this feel free to respond...lets keep sheer speculation to a minimum though please.

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