

---

Subject: Aircraftkiller: Lightscape?

Posted by [Aircraftkiller](#) on Tue, 25 Mar 2003 21:15:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can't be used. You need the Max plugin of W3D to be able to work with Lightscape at all in Max with W3D. It creates all the radiosity data in the map then spits out a bunch of lightmaps. The W3D tool compresses the lightmaps into smaller lightmaps until they're all compressed totally like they are in the mix files of the Westwood maps. After it does all that, it applies the lightmaps properly to the terrain assuming you haven't moved any vertices around.

Lightscape generates radiosity, or lighting, data for the maps - everything in the Westwood maps have radiosity data. The tint of the ground, the shadows the mountains make, the glow the lamps make on the floor, that's what it does. Lightscape generates a rather amazing effect -- with skill, you can turn a Max scene into an ultra-realistic render using it.

---