Subject: prelit materials lightmaps, exporting wlt files
Posted by Abjab on Sat, 28 Aug 2010 02:13:54 GMT

View Forum Message <> Reply to Message

reborn wrote on Thu, 26 August 2010 02:13
Would you consider recreating the tool/plugin that Westwood used that takes the information in the lightscape file along with the w3d file and creates a new w3d file, a wlt file and a series of textures?

ok, I'll work on that.
It's not as hard as you might think. .wlt files just holds lights informations. Nothing to do with lightmaps which are tga files used in prelit multipass or multitextures materials. The UVW map coordinates for those textures are stored in the w3d file.
Since the W3D Engine used by Renegade and E&B does not support Dynamic Lightning that's the reason why you always have lightmaps (funny looking tga) with wlt files since all interiors are prelit.

In other words, you need to read some tutorials on how to create lightmaps.
Meanwhile I'll try to find the latest scripts of my tools since it already supports lights and multi-texture materials. I'll import one of the interiors models so you can see how it should look like before export.

Abjab

Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by Gen_Blacky on Sat, 28 Aug 2010 03:26:20 GMT

View Forum Message <> Reply to Message

Does this mean your still working on tools.

Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by Abjab on Sat, 28 Aug 2010 05:32:36 GMT

View Forum Message <> Reply to Message

Mr.NiceGuy wrote on Fri, 27 August 2010 22:26Does this mean your still working on tools.

I updated the importer a few years ago when I noticed BFME was using w3d files and made it to

support all known games using w3d files back then, right now I'm digging it out of my backups.

With these tools you dont need to extract a single file anymore, it imports straight from .mix or .big files and lookup for all files required, so you don't need to extract all textures and other w3d files the model you need to import depends on.

It's not just a simple importer anymore, it has become a series of tools: W3D Hierarchy Builder, W3D Textures Browser, W3D Flags Helper Tool, plus full W3D Import/Export supports.

I've never released it or had any itentions of doing so. I just kept on working on it to learn more about 3d. I've made converters for other games as well since, I've seen lots of 3d formats so far. Now reverse engineering file formats has become a walk in the park and sometimes I found out and learned new stuff that I didn't know at the moment I was working on the w3d Importer so it kept on imroving over time.

So yes I'm still working on my w3d tools, but I never planed to release them.

Abjab

Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by Gen_Blacky on Sat, 28 Aug 2010 06:53:52 GMT
View Forum Message <> Reply to Message

Abjab wrote on Sat, 28 August 2010 00:32

With these tools you dont need to extract a single file anymore, it imports straight from .mix or .big files and lookup for all files required, so you don't need to extract all textures and other w3d files the model you need to import depends on.

It's not just a simple importer anymore, it has become a series of tools: W3D Hierarchy Builder, W3D Textures Browser, W3D Flags Helper Tool, plus full W3D Import/Export supports.

Oh wow that would be handy not having to collect all the files manually.

I use your w3d importer all the time in fact I just used it today. Your w3d importer is the only one that imports animations correctly most of the time. I'm Specially interested in the w3d flag tool.

Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by reborn on Sat, 28 Aug 2010 09:12:37 GMT
View Forum Message <> Reply to Message

You're the man Abjab!

Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by Cpo64 on Tue, 31 Aug 2010 02:15:50 GMT
View Forum Message <> Reply to Message

I always wondered why no one tried this.

Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by LR01 on Wed, 01 Sep 2010 13:11:55 GMT
View Forum Message <> Reply to Message

Cpo64 wrote on Tue, 31 August 2010 04:15I always wondered why no one tried this.

1 There a lightmaps
2 You can place a light in LE
3 no clue how to