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Subject: bake light in renegade?  
Posted by [UnitXc](#) on Wed, 21 May 2014 16:33:13 GMT  
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hey people.

the stock maps for renegade have different lighting to most fan maps because their lighting appears to be pre-rendered or baked onto the textures.

does anyone know how to do this for fan maps?

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Subject: Re: bake light in renegade?  
Posted by [YazooGang](#) on Wed, 21 May 2014 20:48:50 GMT  
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<http://multiplayerforums.com/index.php?/topic/1753-lightmap-tutorial/>

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Subject: Re: bake light in renegade?  
Posted by [UnitXc](#) on Thu, 22 May 2014 10:24:08 GMT  
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wow, thats awesome thanks.

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