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Subject: Re: CnC Reborn Update: GDI Tiberium Refinery  
Posted by [Renardin6](#) on Sun, 12 Feb 2006 22:35:23 GMT

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Oblivion165 wrote on Sun, 12 February 2006 13:19How did you get the lights to cast in W3d Viewer? Hell how did you get the lights in w3d viewer in the first palce?

Lightmaps. See [http://www.renegadeforums.com/index.php?t=getfile&id=680 &rid=1841](http://www.renegadeforums.com/index.php?t=getfile&id=680&rid=1841) for the lightmaps tutorial.

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