Subject: Re: Lightmapping
Posted by Mauler on Wed, 21 Jan 2009 05:36:28 GMT
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The only lighting you can do in Leveledit is vertex lighting.
You need to use Max in order to render baked lighting/shadows to mimic Renegade's lightmaps

Also i don't understand what you mean by lighting per material?. When i did it i simply took the entire mesh that I lit and applied a simple Unfold modifier to create a UV Map, which in turn created a "skin" for the entire mesh and rendered the lighting into a second channel. Takes me about 30 minutes to create a fully lit scene in Max, not weeks?.