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Subject: Re: C&C Noddingham

Posted by [Aircraftkiller](#) on Tue, 28 Aug 2012 03:05:51 GMT

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Here's some more progress. The WF interior is now lightmapped. The objects that appear to be brighter than the surrounding environment (railings, chairs, etc) are not lightmapped and will receive vertex solving in-game; the intention here is to save UV space for more important objects and let simplistic ones take vertex lighting instead.