Subject: Proper lightmapping in renegade will soon be possible
Posted by jonwil on Thu, 11 Jan 2007 14:06:31 GMT
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Thanks to Sloth of the reborn team, we will soon have a way to generate proper lightmaps for renegade. Basicly, the lighting features of 3D Studio MAX are used to generate lighting information. This information is then used to generate a lightmap texture. (not being a 3D Studio guy I will let Sloth explain the exact details of how all this is done) This then gets applied to the object along with the normal textures. The w3d file is exported in the normal fashion. Then a special tool which I am currently writing takes this w3d file as input and generates another w3d file with the correct lightmapping chunks.

The end result should be properly lightmapped models.

I do not know when this tool will be released. I can say that when it is released it will include full source code released (like my other stuff) under the GNU General Public License.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Cpo64 on Thu, 11 Jan 2007 15:33:11 GMT
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OMG Yay!

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Zion on Thu, 11 Jan 2007 16:02:49 GMT
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So we can make lights using Max's own and export them to suit?

If so:

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Veyrdite on Thu, 11 Jan 2007 21:20:47 GMT
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does it work with gmax/renx lighting too?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Canadacdn on Thu, 11 Jan 2007 21:37:04 GMT
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Renx lighting is wierd.

But on the other hand, hurrah!

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Thu, 11 Jan 2007 21:52:42 GMT
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So we will now be able to set it up so the HON casts shadows, and trees and stuff like that?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Veyrdite on Fri, 12 Jan 2007 00:50:48 GMT
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i havent got a clue what maxes lighting is like, beacause i have only ever used gmax. i am guessing it's tonnes better?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Cpo64 on Fri, 12 Jan 2007 01:21:14 GMT
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What ever it will be will defently be better then the vertex lighting we have now! Now only if we could have dynamic lighting >.>

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by icedog90 on Fri, 12 Jan 2007 01:48:23 GMT
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THANK YOU SO MUCH.

I just hope it will be soon.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Renx on Fri, 12 Jan 2007 04:06:08 GMT
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Didn't someone do this a while ago and not release it?

Cpo64 wrote on Thu, 11 January 2007 21:21What ever it will be will defently be better then the vertex lighting we have now! Now only if we could have dynamic lighting >.>

SomeRhino made dynamic lighting a couple years ago. It reduced framerates too much.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Fri, 12 Jan 2007 04:25:15 GMT
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Renx wrote on Thu, 11 January 2007 21:06Didn't someone do this a while ago and not release it?

Ya, I remember someone bragging about that awhile ago, but I think in the end it ended up having to do with vertex paint.

Renx wrote on Thu, 11 January 2007 21:06
SomeRhino made dynamic lighting a couple years ago. It reduced framerates too much.
No he set up texture projectors, and form my experience it has no effect on fps (unless you have a piece of crap graphics card).

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by havoc9826 on Fri, 12 Jan 2007 05:10:56 GMT
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Jerad Gray wrote on Thu, 11 January 2007 20:25Renx wrote on Thu, 11 January 2007 21:06Didn't someone do this a while ago and not release it?

Ya, I remember someone bragging about that awhile ago, but I think in the end it ended up having to do with vertex paint.

Are you thinking about Justin Pereira's unifinshed map Pompeii? I remember he was trying to do some kind of lightmapping in it, but he abandoned it back in March 2006 or something.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by icedog90 on Fri, 12 Jan 2007 07:12:31 GMT
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If it was possible to get dynamic lighting in Renegade, that would up the awesomeness.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Goztow on Fri, 12 Jan 2007 07:42:29 GMT
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I guess this is what Reborn has done, right?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by icedog90 on Fri, 12 Jan 2007 07:49:58 GMT
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Yeah, but jonwil is talking about a program that accepts a .w3d file and does it for you.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Renx on Fri, 12 Jan 2007 13:55:40 GMT
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Jerad Gray wrote on Fri, 12 January 2007 00:25Renx wrote on Thu, 11 January 2007 21:06Didn't someone do this a while ago and not release it?

Ya, I remember someone bragging about that awhile ago, but I think in the end it ended up having to do with vertex paint.

Renx wrote on Thu, 11 January 2007 21:06
SomeRhino made dynamic lighting a couple years ago. It reduced framerates too much.
No he set up texture projectors, and form my experience it has no effect on fps (unless you have a piece of crap graphics card).

Whatever he was using caused his FPS to plummet to 20fps or less in a LAN game when he normally for 40+ online, from what I remember.

As for the lightmaps, it was someone else in Reborn that claimed to do it, but Aircraftkiller accused them of just texture baking(which it ended up being). Then Aircraftkiller claimed to know how to do the real thing I think.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Spice on Tue, 16 Jan 2007 06:02:28 GMT
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Our latest blog has examples of the lighting, check it out.
http://www.apathbeyond.com/forum/index.php?showtopic=11191&st=0

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Cpo64 on Tue, 16 Jan 2007 16:45:30 GMT
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Looks pretty good, how easy is this to do?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by PaRaDoX on Tue, 16 Jan 2007 21:34:07 GMT
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Depends on how many lights you want. If it's allot, may take awhile to get them all setup. Maybe 1-3 hours if you know what you are doing.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Wed, 17 Jan 2007 01:17:18 GMT
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Will this lighting program run in level edit, I hope so, because when I add in my trees I add them in level edit, not RenX. So it might look a bit dumb for the trees not to have shadows. But something is better than nothing, you guys are doing really good work.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by jonwil on Wed, 17 Jan 2007 01:44:42 GMT
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No, it runs on the output from 3D Studio MAX.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Wed, 17 Jan 2007 02:03:18 GMT
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What about RenX?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by jonwil on Wed, 17 Jan 2007 03:07:59 GMT
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I dont believe RenX has the required features.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Cpo64 on Wed, 17 Jan 2007 05:43:58 GMT
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/goes and "buys" MAX

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Wed, 17 Jan 2007 20:28:12 GMT
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I can't afford MAX. So I suppose unless you guys make a plug-in for RenX, I will have to make textures of the shadows and put the shadow texture in as a second pass.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Sanada78 on Thu, 18 Jan 2007 00:21:15 GMT
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GMax (RenX) has no rendering capabilities, hence why it's free. It's a cut-down version of an older version of 3dsmax. The rendering function is needed to bake the light/shadow maps for the map.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Veyrdite on Thu, 18 Jan 2007 02:25:56 GMT
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dam, might as well ignore this post now until i can afford max.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by =HT=T-Bird on Thu, 18 Jan 2007 12:31:32 GMT
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On a related note, why has nobody bothered to make a W3D exporter for Blender in Python?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Zion on Thu, 18 Jan 2007 14:41:10 GMT
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Because everyone uses Max since it's better.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Wed, 07 Feb 2007 21:54:48 GMT
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Sorry for bumping this thread but when will this be released, and do we just use the lights in MAX or will a different object need to be placed in the max file.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Canadacdn on Wed, 07 Feb 2007 22:00:39 GMT
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It's never going to be released, along with a bajillion other Renegade enhancements.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Gen_Blacky on Wed, 07 Feb 2007 22:09:07 GMT
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i have to say is

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by jonwil on Wed, 07 Feb 2007 23:37:53 GMT
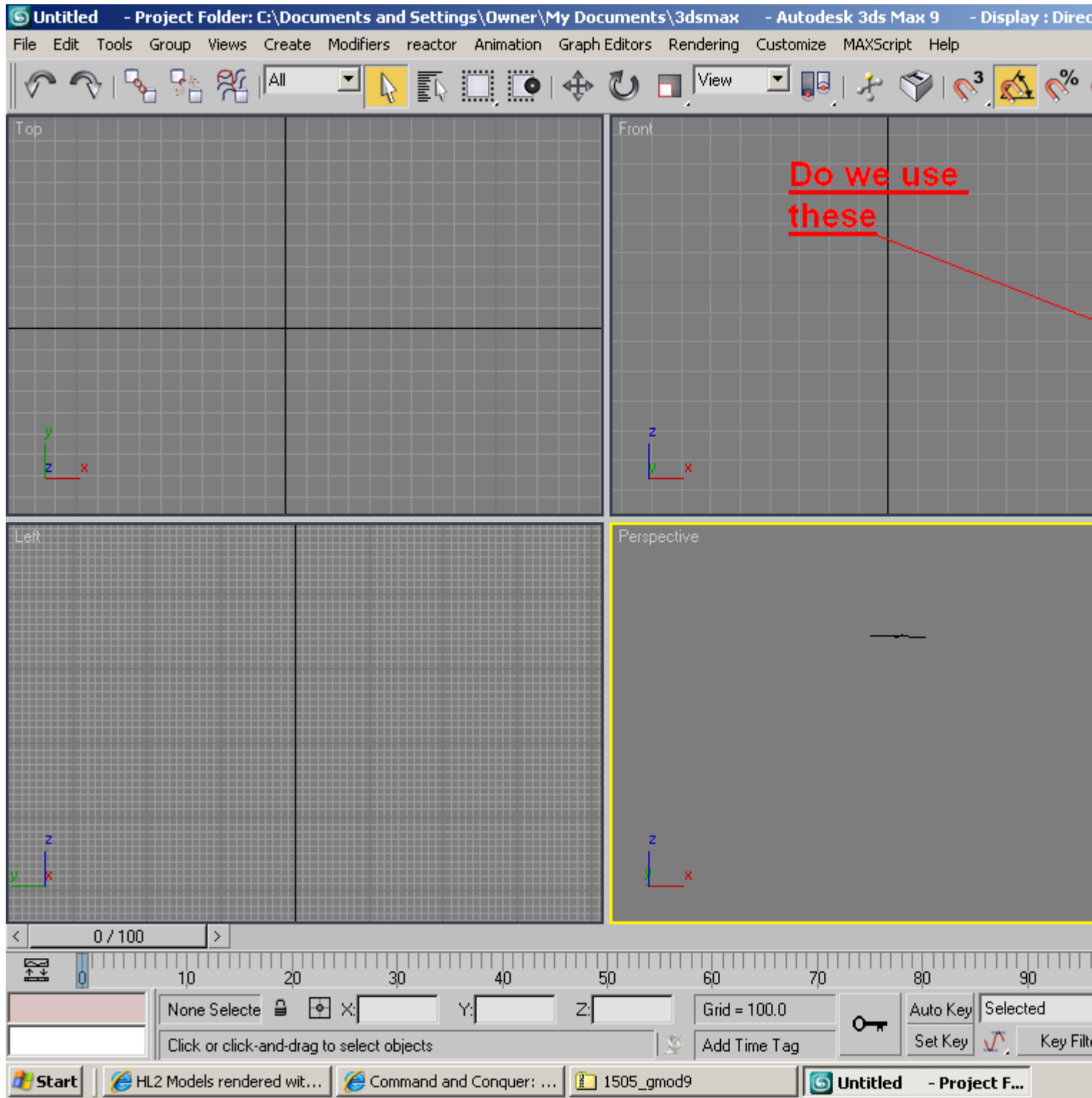View Forum Message <> Reply to Message

It IS still being worked on and will be released when its done.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Jerad2142 on Wed, 07 Feb 2007 23:51:04 GMT
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But what things do we use in max, I will show you what I mean:

File Attachments
1) untitled.png, downloaded 802 times

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by jonwil on Thu, 08 Feb 2007 00:45:17 GMT
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I have no clue how the MAX side of things works, all I have is some test output and a hacked together (with a hex editor) file that is what the test output should convert to with this tool.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by rm5248 on Thu, 08 Feb 2007 02:08:30 GMT
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Merovingian wrote on Thu, 18 January 2007 08:41Because everyone uses Max since it's better.

Blender > Max. Simple, really.

Anyway, I would like to see an exporter for Blender. If you really want, ask at blenderartists.org, there' s a special spot on the forum. Of course, you could just make everything in Blender and then export to 3ds, load it into gMax and then export it to w3d.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by icedog90 on Thu, 08 Feb 2007 02:31:08 GMT
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Yeah, Blender is cool. Even though I learned on Max, I want to try to switch over to Blender because:

1. it's free.
2. it is also very powerful and serves well enough for what most of us need.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Aircraftkiller on Sun, 05 Jun 2011 16:40:37 GMT
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I'd like a status update on this.

/edit
//This is why:
///
////I've been going back to the old building interiors and developed new ones. This is the MP Construction Yard with a properly designed interior and lightmaps in W3D viewer, but the lightmap chunks aren't being read by the viewer. I'd like to use the tool to get this to work, and would like to release the W3Ds to the public so they can use them instead of badly solved vertex lighting.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Gen_Blacky on Mon, 06 Jun 2011 05:16:50 GMT
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very nice ACK

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Stefan on Mon, 06 Jun 2011 07:20:19 GMT
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http://www.moddb.com/games/cc-renegade/tutorials/lightmap-tutorial

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Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Generalcamo on Mon, 06 Jun 2011 12:05:26 GMT
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How about a .wlt?

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Aircraftkiller on Mon, 06 Jun 2011 16:36:15 GMT
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If you read the topic instead of skimming through it, jonwil's original post says: "Then a special tool which I am currently writing takes this w3d file as input and generates another w3d file with the correct lightmapping chunks."

The CY interior doesn't have the proper lightmap chunks in the W3D file. So it still gets vertex lighting applied to it, which is bad. I don't need two different types of lighting on a single model. I'd like to be able to set the light animation as well, because currently it will not turn red when destroyed or if power is out.

Subject: Re: Proper lightmapping in renegade will soon be possible
Posted by Generalcamo on Mon, 25 Jun 2012 22:06:49 GMT
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Update on this? It would be nice to start lightmapping maps. I have one map that really needs this.