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.