Subject: Re: Lightmaps
Posted by jonwil on Thu, 16 Aug 2012 02:51:36 GMT

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The next version of scripts.dll (RC1) will have a feature that lets you completly disable vertex solve on a particular mesh. This is better than the trick of disabling primary gradient because it doesn't need to send all that unused lighting data to the GPU.
i.e. using this new feature (which will be a combination of a flag set in the mesh user text and a code change to LE) will give a performance boost vs doing it the other way.

We are also working on a related feature to auto-detect certain meshes that should not have vertex solve applied (i.e. water) and not apply vertex solve to them (so you wont need to manually hide them anymore)