## Subject: The Three Types of Lighting in Level Edit
Posted by Aircraftkiller on Sun, 15 Feb 2004 18:31:54 GMT

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Vertex Lighting is all we can use.

Multi-Pass and Multi-Texture lighting are both the same thing, in essence, emissive lightmaps applied to the terrain through the W3D file of an object\level\etc.

If you choose Vertex Lighting, the lightmapping inside the structures will disappear until you choose Multi-Pass or Multi-Texture.