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Announcements

**Site Relunched** 10/13/2016

Welcome back to BFEEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det

**Lightmap Tutorial For Beginners**[Sign in to follow this](#)

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Started by Bensta, April 17, 2007

27 posts in this topic

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Page 1 of 2 ▾

Bensta

Expert

**Moderators**

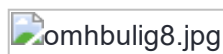
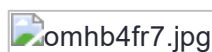
1,781 posts

Gender:Male

Location:England

Posted April 17, 2007 (edited) · [Report post](#)**Lightmapping Tutorial for Beginners**

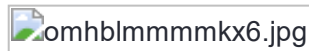
Lightmaps are the shadows in your map cast from the sun direction, there are two types of lightmaps, Terrain lightmaps and Object lightmaps. First i suggest to render lightmaps when your map is totally finished and you are not going to change or add an object or shape the terrain, as they will need to be done again, (and final lightmapping takes a long time!). However painting terrain, or placing vehicles and flags can be done after.

Before Lightmap**After Lightmaps****Important!**

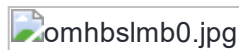
Object lightmaps need the 700mb lightmap samples downloaded from [HERE](#) and placed in dir' bellow, you can only generate object lightmaps for retail boxed bf2 objects, not sf/ef/2142 ect as there are no sample files for them. Only other option is to lightmap with 3dsmax if you have it...

<http://bfeditor.org/forums/index.php?showtopic=7896>

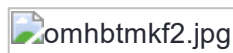
Place sample files here still zipped...



First you need to set your sun direction to the sun in the sky. The best way if your using a normal bf2/bfsf..ect sky texture, is to just copy the sky.con from the BF map you want to use sky of, into your maps folder, then the sun direction will already be set. or you can do it by selecting "set sun direction to camera" or "set sun direction from camera" under the "light" tab in editor.



Then you need to set the lightmap settings found in tweakbar, now i could explain these all day...but im not going to as thats a tutorial inits self 🤪, but below are some good basic settings to get you started, you will need to experiment with these yourself.



Right click to switch from object settings to terrain settings.
Or just copy and pase code to
"Your_Level/Editor/TerrainLight or objectlight.con" files

Terrain settings.

```
rem ***** Lightmap Generation Settings *****
if v_arg1 == BF2Editor

LightMapGeneration.init
LightMapGeneration.GILightsBaseDir 0/0.33/-0.66
LightMapGeneration.GILightsIntensity 0.33
LightMapGeneration.GILightsShadowIntensity 1
LightMapGeneration.GILightsFov 45
LightMapGeneration.UseGITopLight 1
LightMapGeneration.GITopLightIntensity 0.1
LightMapGeneration.GILightsViewDistance 10
LightMapGeneration.skyWhite 0.3
LightMapGeneration.numberOfGILights 8
```

```

LightMapGeneration.sunLightShadowIntensity 1
LightMapGeneration.sunLightFov 2
LightMapGeneration.sunLightIntensity 1

endIf

```

Object settings.

```

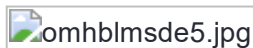
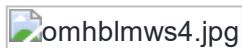
rem ***** Lightmap Generation Settings *****
if v_arg1 == BF2Editor

LightMapGeneration.init
LightMapGeneration.GILightsBaseDir 0/0.33/-0.66
LightMapGeneration.GILightsIntensity 0.33
LightMapGeneration.GILightsShadowIntensity 1
LightMapGeneration.GILightsFov 45
LightMapGeneration.UseGITopLight 1
LightMapGeneration.GITopLightIntensity 0.1
LightMapGeneration.GILightsViewDistance 10
LightMapGeneration.skyWhite 0.3
LightMapGeneration.numberOfGILights 8
LightMapGeneration.sunLightShadowIntensity 1
LightMapGeneration.sunLightFov 2
LightMapGeneration.sunLightIntensity 1

endIf

```

Now your ready to lightmap, open the lightmapping window, by selecting "Compile" tab at the top, then "lightmaps" , "Generate Lightmaps"



Trace terrain - Render terrain lightmaps.

Trace objects - Render object lightmaps.

Trace selected - Render the objects lightmaps you have selected (Applies to objects only)

Only nearest - Renders the nearest terrain patch nearest the camera.

Primary - Renders all the primary terrain

Secondary - Renders surrounding terrain (If activated)

Low - low lightmaps (quick and crap looking)

Medium - Medium lightmaps (Not too bad looking and not too long to render)

High - High lightmaps (Best quality- and should be used for finished map, use others for testing purposes only during mapping).

Resume options - self explanatory, (and ive never used them, so cant comment)

Texture size - The compiled object lightmaps atlas texture size. (an atlas is basicly all the individual object lightmaps files compiled into only a few atlas textures files).

DXT format - Lightmap .dds file type (not for sure whats best, but i keep with dxt1)

Then "generate" and go sleep because final lightmaps will take hours and even day/s on very detailed maps and low end computers. 😊

Once done "generate lightmap atlas" if you have rendered object lightmaps.

Happy lightmapping 😊

Bensta

Edited August 9, 2008 by Bensta-IDF

[BG2]Panzaman

Member



Members

● 0

227 posts

Gender: Male

Location: Northampton,
England

Interests: Tanks & Computers

Posted April 17, 2007 · [Report post](#)



Nice tut!

Bensta

Expert



Moderators



1,781 posts

Gender:Male

Location:England

Posted April 18, 2007 · [Report post](#)

Thank you, any other info, tips ect would be great, and ill update it... (was very tired when i wrote it, so it could be better) 😊

**mschoeldgen[Xw
w2]**

God-like



Moderators



8,876 posts

Gender:Male

Interests:Simulators, FP

Games, Bass playing

Posted April 18, 2007 · [Report post](#)

Good job, Bensta 😊 That should help the newbies to get their lighting done 😊 Thanks a bunch !

simon.blom

Member



Members



102 posts

Gender:Male

Location:Sweden

Posted April 18, 2007 · [Report post](#)

What a helpfull tutorial! 😊

I only want to ask about all the lines on the road 🧑🏻, the yellow cirkle around the flag 🧑🏻 and the blue line outside the map 🧑🏻, what are they for 🧑🏻 and what do they mean? 🧑🏻 (I guess it's something about the combat area and the singleplayer stuff? 🧑🏻)

Bensta

Expert

Posted April 18, 2007 · [Report post](#)



Moderators

● 0

1,781 posts

Gender:Male

Location:England

1, The line in the road, is the road spline, this is the line you place and move to place and move the road.

2, The yellow circle around flag is the zone you need to be in to capture the flag.

3, The blue line is the combat zone.

debconf

Member

● ●



Members

● 0

174 posts

Gender:Male

Location:de/nrw

Interests:reality2midi/audio -
leveldesign - generic 3d design
- balance and gameplay

Posted April 18, 2007 (edited) · [Report post](#)

haven't done anything with the editor in the last time .. but im pretty sure that u can delete the generated lightmap files (**for the objects!**) and just keep the atlas.

think that way its done in vanilla maps

Edited April 18, 2007 by debconf**Bensta**

Expert

● ● ● ●



Moderators

● 0

1,781 posts

Gender:Male

Location:England

Posted April 18, 2007 (edited) · [Report post](#)

Ohh yes, forgot that thanks, The editor won't display the atlas lightmaps, only the lightmap files. The game will only display the atlas files, so keep the generated lightmap files some where safe 😊

Edited April 18, 2007 by Bensta-IDF**Zazoostudios**

Newbie

●

Posted April 18, 2007 · [Report post](#)

Thanks! Was needed!



Members

● 0

28 posts

[]Citadel[]

Member

● ●



Members

● 0

106 posts

Gender:Male

Location:Elysium fields of

psychedelia

Interests:art, digital art, music,
girls, snowboarding, computersPosted April 18, 2007 · [Report post](#)

sweet. thanks for the tut Bensta

Drifterboy

Newbie

●



Members

● 0

41 posts

Posted April 23, 2007 (edited) · [Report post](#)

i used your light map settings inside the tv station it is like pitch black is there any way to make the shadows less dark if you get what i mean

also thanks for the tut

Edited April 23, 2007 by Drifterboy**mschoeldgen[Xw
w2]**

God-like

● ● ● ● ●

Posted April 23, 2007 · [Report post](#)

One of the most important values is the 'GIFillIntensity'. Unfortunately this value is not saved in the two con files.

The higher the GIFillIntensity, the higher the indoor ambient light. Setting the Fill intensity to 0 leaves you with pitch black interiors. A good value for the Fill intensity seems to be

Moderators

● 0

8,876 posts

Gender:Male

Interests:Simulators, FP

Games, Bass playing

around 0.6 up to 0.95, depending on the desired atmosphere and GI Lights intensity.

Keep in mind: Before rendering new object lightmaps, erase the old ones for this object in /Lightmaps/objects/

Bensta

Expert

● ● ● ● ●

**Moderators**

● 0

1,781 posts

Gender:Male

Location:England

Posted April 24, 2007 (edited) · [Report post](#)

Dont forget to play with you lightsettings, staticsuncolor and staticskycolour adjust those to lighten/darken your object generated lightmaps

Edited April 24, 2007 by Bensta-IDF

Drifterboy

Newbie

●



Members

● 0

41 posts

Posted April 24, 2007 · [Report post](#)

ok thanks guys

mschoeldgen[Xww2]

God-like

● ● ● ● ●

**Moderators**

● 0

8,876 posts

Gender:Male

Posted April 25, 2007 (edited) · [Report post](#)

Only a small sidenote for you guys using custom statics. The latest editor (0.1.237.0) accepts 4 lightmapsamples archives, so you're fine zipping up your samples into a 'lightmapssamples04.zip' file and add it to the other 3 (stock) archives.

Edited April 25, 2007 by mschoeldgen[Xww2]

Interests: Simulators, FP
Games, Bass playing

Kan3Da

Newbie



Members

● 0

1 post

Posted April 3, 2008 · [Report post](#)



can't see the images 🙄

spyker

Newbie



Members

● 0

24 posts

Posted August 9, 2008 · [Report post](#)



"cant see the images"

Me either 🙄

Bensta

Expert



Moderators

● 0

1,781 posts

Gender: Male

Location: England

Posted August 9, 2008 · [Report post](#)



Updated with new image links

Uber_Soldat

Member



Posted October 14, 2009 · [Report post](#)



what am i doing wrong if my overgrowth is not rendering shadows? i have them selected and showing before i render



the lightmaps

Members

● 0

99 posts

Ekalb

Newbie

●



Members

● 0

20 posts

Posted October 17, 2009 · [Report post](#)



✓ **Uber_Soldat said:**



what am i doing wrong if my overgrowth is not rendering shadows? i have them selected and showing before i render the lightmaps

I appear to be having this issue aswell. My overgrowth isn't generating any shadows.

gamer.supreme.1

Newbie

●



Members

● 0

33 posts

Gender:Male

Location:Indiana

Interests:Making music
Making money
Making love
Gaming

Posted December 28, 2009 (edited) · [Report post](#)



✓ **Bensta-IDF said:**



First you need to set your sun direction to the sun in the sky. The best way if your using a normal bf2/bfsf..ect sky texture, is to just copy the sky.con from the BF map you want to use sky of, into your maps folder, then the sun direction will already be set. or you can do it by selecting "set sun direction to camera" or "set sun direction from camera" under the "light" tab in editor.

After opening the sky.con file (I copied Operation_Harvest sky.con to my map) there are lines which i think calls for the a location outside of my maps directory. Am i to change this to something else?

```
Lightmanager.init
Lightmanager.skycolor 0.360784/0.396078/0.427451
Lightmanager.ambientcolor 0.682353/0.682353/0.68
Lightmanager.sunColor 0.537255/0.513726/0.462745
Lightmanager.sunSpecColor 0.478431/0.458824/0.35
if v_arg1 == BF2Editor
LightSettings.TerrainSunColor 0.37/0.35/0.30
LightSettings.TerrainSkyColor 0.58/0.65/0.67
```

```

LightmapSettings.waterSunIntensity 0.8
else
terrain.sunColor 0.37/0.35/0.30
terrain.GIColor 0.58/0.65/0.67
terrain.waterSunIntensity 0.8
endIf
Lightmanager.staticSunColor 0.38/0.37/0.29
Lightmanager.staticSpecularColor 0.36/0.36/0.33
Lightmanager.staticSkyColor 0.60/0.63/0.65
Lightmanager.singlePointColor 0.00/0.00/0.00
Lightmanager.sunDirection -0.209633/-0.6289/0.74
Lightmanager.enableSun 1
Lightmanager.effectSunColor 0.47/0.47/0.41
Lightmanager.effectShadowColor 0.29/0.33/0.33
Lightmanager.defaultEffectLightAffectionFactor 1
Lightmanager.hemilerpbias 0.3
hemiMapManager.setBaseHemiMap Levels/OperationHa
Lightmanager.treeAmbientColor 0.34/0.35/0.24
Lightmanager.treeSunColor 0.24/0.32/0.24
Lightmanager.treeSkyColor 0.28/0.29/0.22

if v_arg1 == BF2Editor
else
run /Common/Sky/SkyDome/skydome.con
run /Common/Sky/Flare/flaresprite.con
endIf

Skydome.skyTemplate skydome
Skydome.cloudTemplate cloudlayer
Skydome.hasCloudLayer 1
Skydome.hasCloudLayer2 0
Skydome.scrollldirection -0.004/-0.004
Skydome.scrollldirection2 -0.002/-0.002
Skydome.cloudTexture common\textures\cloud\Clou
Skydome.cloudTexture2 common\textures\cloud\Clou
Skydome.skyTexture common\textures\sky\harvest_s
Skydome.domeRotation -40
Skydome.fadeCloudsDistances 320/600
Skydome.cloudLerpFactors 0.6/0.5
Skydome.flareTexture common\textures\sunflare\Ha
Skydome.flareDirection -0.21/-0.53/0.25

Renderer.fogColor 127.00/134.00/133.00
Renderer.fogStartEndAndBase 20.00/470.00/1.60/0.

```

OK, so messing around with the tweak i found that i can keep the sky animation the same as harvest, but i had to change the textures to get rid of Uncle Sam who plagued my skydome. It was a very easy process, so my question above is no longer needing answers. 😊

Edited December 28, 2009 by gamer.supreme.1

BlackSunday

Newbie



Members

● 0

11 posts

Posted February 4, 2010 · [Report post](#)



✓ mschoeldgen[Xww2] said:



Only a small sidenote for you guys using custom statics. The latest editor (0.1.237.0) accepts 4 lightmapsamples archives, so you're fine zipping up your samples into a 'lightmapssamples04.zip' file and add it to the other 3 (stock) archives.

Nice Tut !

But i seem to be having a problem still

I created a small map just to play around with and the editor did generate my lightmaps but for some reason it will not generate the lightmap atlas

I've went thru this tut 3 times and all i ever get from bf editor is

*** Generating atlas lightmaps for
[levels/barricade/lightmaps/objects]... ***

*** Failed ***

The LightMapAtlas.tai is there but it's pretty much empty

```
# mods/bf2/levels/Barricade/lightmaps/objects/Li
#
#
# <filename>          <atlas filename>, <atlas
#
# Texture <filename> can be found in texture atl
# <group><idx>.dds with texture coordinates bour
#   A = ( <woffset>, <hoffset> )
#   B = ( <woffset> + <width>, <hoffset> + <heig
#
```

```
# where coordinates (0,0) and (1,1) of the origi
# to coordinates A and B, respectively, in the t
```

Thanks in advanced

BlackSunday

Newbie



Members

0

11 posts

Posted February 4, 2010 · [Report post](#)



Problem Solved !

Bensta

Expert



Moderators

0

1,781 posts

Gender:Male

Location:England

Posted February 4, 2010 · [Report post](#)



Well great 😊 and what fixed it?

BlackSunday

Newbie



Members

0

11 posts

Posted February 4, 2010 · [Report post](#)



Bensta said:

Well great 😊 and what fixed it?

I was only generating the lightmaps for the terrian, once i created the lightmaps for the objects it created the lightmapatlas.tai which took the black out of the game but my terrain is screwed up, in the editor it looks like it's supposed to but in game it's kinda like its got a checkered board thing going on.

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