2018-07-10

**Lighting**

Nebulex’s lighting now works on a somewhat baked way. Objects in certain rooms are set to static, lightmaps are baked on them and then the objects are set to non-static. This allows the Venom Carriers to move while still reaping the benefits of baked light.

I have yet to figure out the best way to still get the shadows from the player to hit the floor of the room without calculating the rest of the shadows.

The light will not be rebaked in the build process.