



Light Mapper Editor

Intro

This simple light mapper was created entirely from the commands in DarkLIGHTS, and represents some of the features of the complete product.

You can use it to test the speed and quality of the light mapping, and test your models against the import/export features of the technology.

The light mapper tool will light map one model at any one time, using a combination of multiple point lights, an optional directional light and an optional ambient occlusion term. The point lights are placed using the main interface, and directional and ambient lighting is controlled from the light mapping settings dialog box.

How To Light map and Use Your Model

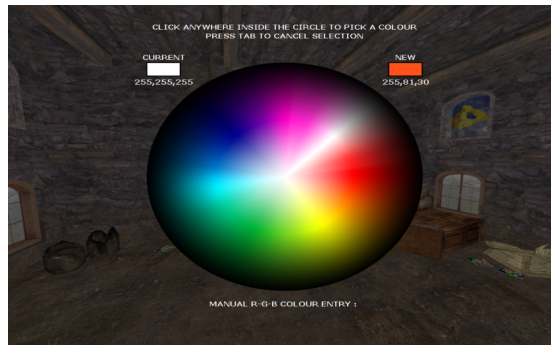
The following steps will show you how to light map your model, and save it out in the DBO file format, ready for use in your DBPro applications:

1. Create a new folder in the MyScenes folder
2. Place the model you wish to light map in that folder. It must be an X or DBO model file
3. Run the lightmapperIDE.exe tool, you will see a default scene pre-loaded
4. Press F2 to load a new model, and navigate to your newly created folder and select your file
5. When the model has been loaded, you can place your lights around the scene:



6. To place a light, press the left mouse button. Right mouse button deletes the light
7. Use the arrow keys (or WASD) and the mouse wheel to move the light cursor

8. Use TAB to change the colour, and -,=,[,],SPACE and CTRL to change the light ranges



9. When you have placed your point lights, press F3 to enter the settings dialog box
10. The default settings are configured for optimum light mapping speed and quality:



Press the RETURN key to start the light mapping process.

11. The model will now be light mapped based on the scene of lights you have created
12. When complete, you can move the light cursor around to preview your light mapped scene
13. Press SPACE to optionally end the light map preview
14. If you are happy with your light map dialog box settings, you can press F4 to skip the box
15. When you are ready to save your model, press F5 and navigate to your model folder
16. Type a name for your new light mapped model, not forgetting to end the filename as .DBO
17. After you have given a name, you will be asked to verify the light map settings
18. Press RETURN to confirm the light map settings and the model will be light mapped and saved
19. To use your light mapped model in your applications, copy the model folder to your project
20. In DBPro, change the current directory to the model folder before loading the model file

Key Explanation

The following keys relate to the use of the main interface, primarily used to control the light cursor in advance of creating the desired point light with the left mouse button:

[HOLD SHIFT]	This will slow down the movement of the light cursor for fine detail positioning, and slow down the increasing and decreasing speed of the light range keys
[W][S][A][D] + Mouse	Use a combination of the mouse and arrow keys/WASD keys to move the light cursor along the X and Z axis of the scene. Use the mouse left/right movement to rotate around the light cursor. Use the mouse up/down movement to change the vertical height in relation to the light cursor
[Mouse Wheel]	Use the mouse wheel to change the vertical position of the light cursor in the scene, allowing the camera to go higher and lower as it follows the light cursor
[<][>]	Use the zoom in and out keys to move the camera closer to or further from the light cursor, useful for fine detail positioning of the light
[{][}]	Use the light range keys to change the size of the inner sphere of light. Light within this sphere is constant, with no fall off.
[-][+]	Use the outer light range keys to change the size of the outer sphere of light. The outer range is added to the size of the inner sphere, and represents the fall-off of light from full intensity to zero intensity.
[SPACE][CONTROL]	Use the attenuation keys to control the attenuation curve of the light fall-off, which controls how quickly or slowly the fall-off rate gets from full to zero.
[TAB]	Change the colour of the current light cursor by selecting a colour from the wheel using the left mouse button. You can optionally type a sequence of three values that range from 0 to 255, separated by a comma to manually specify a desired colour, then click the left mouse button.
[1-7]	Quickly change the light cursor colour to the presets of 1-white, 2-red, 3-green, 4-blue, 5-yellow, 6-purple, 7-cyan without needing to use the colour wheel.
[P][N]	Scroll back and forth through all existing point lights by moving the light cursor to the next or previous point light in the sequence. The sequence will wrap when it reaches the end.

Mouse Explanation

Left Mouse Button Click : Create a point light at the current light cursor position

Right Mouse Button Click : Delete a point light at the current light cursor position

Left Mouse Button Hold and Drag : Grab a light at the current light cursor position and drag it for as long as the left mouse button is held down