

Correct Server-Side Lighting Information

Xash3D is better at returning lighting-related values, because it takes both the light styles and their current values into account. In future versions, it is also planned to provide brightness information about entities lit by flashlights and other players (for example, in multiplayer). Player lighting data is taken directly from the renderer and considers all light types, including entity light and dynamic light.

From:

<http://xash3d.ru/> - **Xash3D**

Permanent link:

http://xash3d.ru/doku.php?id=xash3d:en:correct_server-side_lighting_information

Last update: **2014/01/31 06:57**

