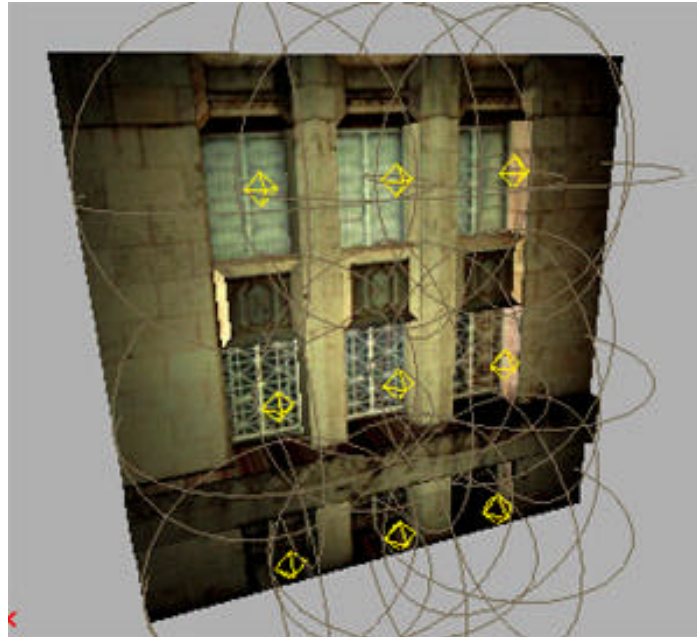# 3DS Max Export Example: Color Vertex Pre-Lighting.
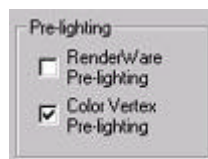

Procedure.

In order to export Vertex Lighting data from 3DS Max use the following procedure.

Load the sample file 'vertex lighting example.max' from the RenderWare3 SDK. Textured building façade lit buy several attenuated Omni lights. The geometry has already been prelit using the Assign Vertex Colors 3DS Max Utility. You will see a Vertex Colors modifier in the Edit Stack.

In order to export this to RenderWare3 go to File Export and select Save as type – RW3.0 BSP. Enter a file name and click Save. The Rw3.0 Static World Exporter dialogue opens.

In the Pre-Lighting section check *only* the Color Vertex Pre-Lighting option. Click OK and the .bsp file is created and saved to disk.

If you drag and drop this file onto the Advview (Advanced Viewer) supplied with the SDK you should see the geometry displayed by RenderWare3. Toggle the L key to turn Pre-lights on and off.