

Forum:[Hack Forums](#)

Thread: [What's the field name for enabling / disabling lightmap? \(1.8\)](#)

Sir Panda - April 14, 2015, 10:09 pm

Can't find it anywhere, originally in EntityRenderer.java

ty for help

j10max - April 15, 2015, 5:16 am

<http://www.minecraftforge.net/forum/index.php?topic=10419.0>

Psycho_HF - April 15, 2015, 7:28 pm

With all these threads you're posting, it's obvious that you're skidding code and are too sad to get it to work.

pootPoot - April 15, 2015, 7:41 pm

(Apr 15, 2015 07:28 PM)Psycho_HF Wrote: [\[CITE\]](#) With all these threads you're posting, it's obvious that you're skidding code and are too sad to get it to work.

I'm going to stick my quantum harmonic oscillator in your photonic resonation chamber!

@OP, they are methods. EntityRenderer#func_180436_i enables the lightmap, EntityRenderer#func_175072_h disables the lightmap.

I don't know why I'm posting this while OP is banned, thinking about it now...

deiski - April 16, 2015, 10:32 am

(Apr 15, 2015 07:28 PM)Psycho_HF Wrote: [\[CITE\]](#) With all these threads you're posting, it's obvious that you're skidding code and are too sad to get it to work.

I am so sad that I can't be as polymorphic as yourself.