

---

Subject: Light Solve

Posted by [Anonymous](#) on Sat, 25 Jan 2003 19:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Change the lighting type from multi-texture to multi-pass (or vice versa) in the lighting menu to reset the solve. Now, uncheck the translucent objects in the instances tab, run the light solve, and check them again. The light solve will bypass the unchecked objects.

---