Subject: whoops! Posted by Anonymous on Thu, 19 Dec 2002 20:28:00 GMT View Forum Message <> Reply to Message

Set the emissive light settings in the material editor to the color you want it to glow. White if you don't want to alter the color. Alpha channels are used for opacity maps.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums