

---

Subject: Tutorial on how to properly do the light solve and keep alph

Posted by [Anonymous](#) on Thu, 19 Dec 2002 13:45:00 GMT

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

---

After you've exported your map, I'm sure you've had issues with doing the light solve. Fixing it is rather simple, and does not involve punching out anything with the Havoc character in-game. Use the Instances tab and go from the main selection to the Terrain instances. Select your terrain preset and enter it. You should see a list of every mesh used in the map. At this point, you will search for the alpha enabled meshes and hide them from the Lightscape solution. Each checkmark next to the instances is a visual indicator of the mesh appearing in the editor. Uncheck the mark if you wish for it to disappear. Select every mesh that is alpha enabled, at this point. MNATR^GLS1, etc... Then hide them by unchecking them. If you have any sort of transparent water in your map, or any water to begin with, uncheck them. Do the Lightscape solve. Check the meshes off again. The alpha channels are preserved and you are able to continue. If you do the Lightscape solution before unchecking the meshes, you will have to re-export the terrain from Max before attempting to do so again. The alpha channels will be eliminated until you re-export. There you go, that's the most simple and effective way of preserving alpha channeled materials and meshes in your maps or models.

---