Subject: Is level edit a liar?

Posted by Anonymous on Thu, 07 Nov 2002 03:52:00 GMT

"Compute Vertex Solve", under Lighting in Level Edit (make sure occusion is checked).To make certain areas lighter just use "Lightscape Imported" under the lights preset and place them where you want, then edit the kind colour, size, shape of light you want. This is how you lighten areas.And BTW, 60,000 polys alot even for the biggest of maps.