Subject: Re: xmas break project update
Posted by Titan1x77 on Fri, 23 Dec 2005 21:20:15 GMT

PaRaDoX wrote on Thu, 22 December 2005 20:37With the new LE can you make it to where when i genarate light sectors my stuff does not dissapear along the bump maps?

Go to the instances tab and hide them before you light solve....only way to get around this.

Also change trhe static level of transparent objects so they don't flicker with certain lighting.