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Subject: Re: xmas break project update

Posted by [PaRaDoX](#) on Sat, 24 Dec 2005 11:29:21 GMT

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Titan1x77 wrote on Fri, 23 December 2005 16:20

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

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

well i was asking if there was a way around that too so i could use bump maps on the ground ^\_^

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