
Subject: Re: Level Release: The Woods Today
Posted by [Aircraftkiller](#) on Sun, 30 Apr 2006 02:58:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

I forgot to include a few textures. Download BasinTS or another one of my recent levels and you'll have it. Most people have them, anyway...

There's no visibility sectors because they're worthless. The level extends beyond 600 meters. I'd have to check a huge area to see invisible spots and that's just too much time. The ambient lighting was set for a monitor with brightness at 70, try that. It's not meant to be very bright. Vertex lighting blows ass in Renegade and this was one of the few ways to make the terrain look great in-game.
