Subject: Edges Cause Lighting Problems
Posted by Sanada78 on Sat, 17 May 2003 23:50:20 GMT

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When I lost my map due to a corruption I got it back through the W3D Importer. Now I have it back, I noticed that the edge line on objects appears when it didn't before. I can't post a pic as n00bstories picture service is still down but when lighting is applied to the map, I get this effect when one side of the edge is darker/lighter than the one on the other side. This would mean when your in-game you'll see one side of the edge lighter than the other which looks crap.[/img]