Subject: Re: Advanced Lighting
Posted by nopol10 on Fri, 08 Feb 2008 04:30:49 GMT

Editing the lighting at runtime is not possible...(yet?)
To get good lighting, increase the segments of your objects though if you pass a certain limit LE won't load it. Follow everything in that tutorial and you should be able to do things right. (That tutorial makes use of Compute Vertex Solve and no other method.)