
Subject: Re: need help with renx.
Posted by [Reaver11](#) on Sun, 17 Feb 2008 20:07:23 GMT
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There are two easy ways to add light.

Either you edit the interiors of the ref

model

terrain\building interior tiles_multiplay\mp - nod refinery\mnref_int_lm001.w3d

lightmap

terrain\building interior tiles_multiplay\mp - nod refinery\mnref_int_lm001.wlt

So you would have to edit the wlt file (this is the interior light file)
(this file should be included in buildings.zip as gmax file)

If you dont have buildings.zip goto ftp.westwood.com and download it there it is in renegade folder.

After finished making it name the lightmap exactly so you wont have to edit the lightmap preset.

---My way of doing it---

Well I suppose you want it on all the maps the same only I dont know really how to edit ligtm maps in renx but I will describe another method.

All you need is Leveleditor.

What you do is you make a light->lightscape imported.

Dubbel click it in leveleditor and change the colors.

After that goto the top bars in leveleditor -> lighting -> compute vertex solve. (always set check occlusion on!)

All I can do for you now probably the original lightmap texture are bugging you. All try to find out something for you. (This LE way of doing lights is extensif)
