Subject: Adding colored lights in RenX to a building
Posted by Di3HardNL on Tue, 15 Apr 2008 19:49:25 GMT

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Hey, I am redoing original building interriors from C%C Maps, with different textures and adding some stuff to it in RenX.
But when i add some lights to it in RenX it won't come back in renegade.
I know how to do it in LevelEdit, but then its not possible to use it client side in a internet game anymore so that is not an option.

So I need to know how I can add lights in RenX which actually come back in game play