Subject: Re: Dark Field
Posted by Gen_Blacky on Sun, 24 May 2009 18:19:01 GMT
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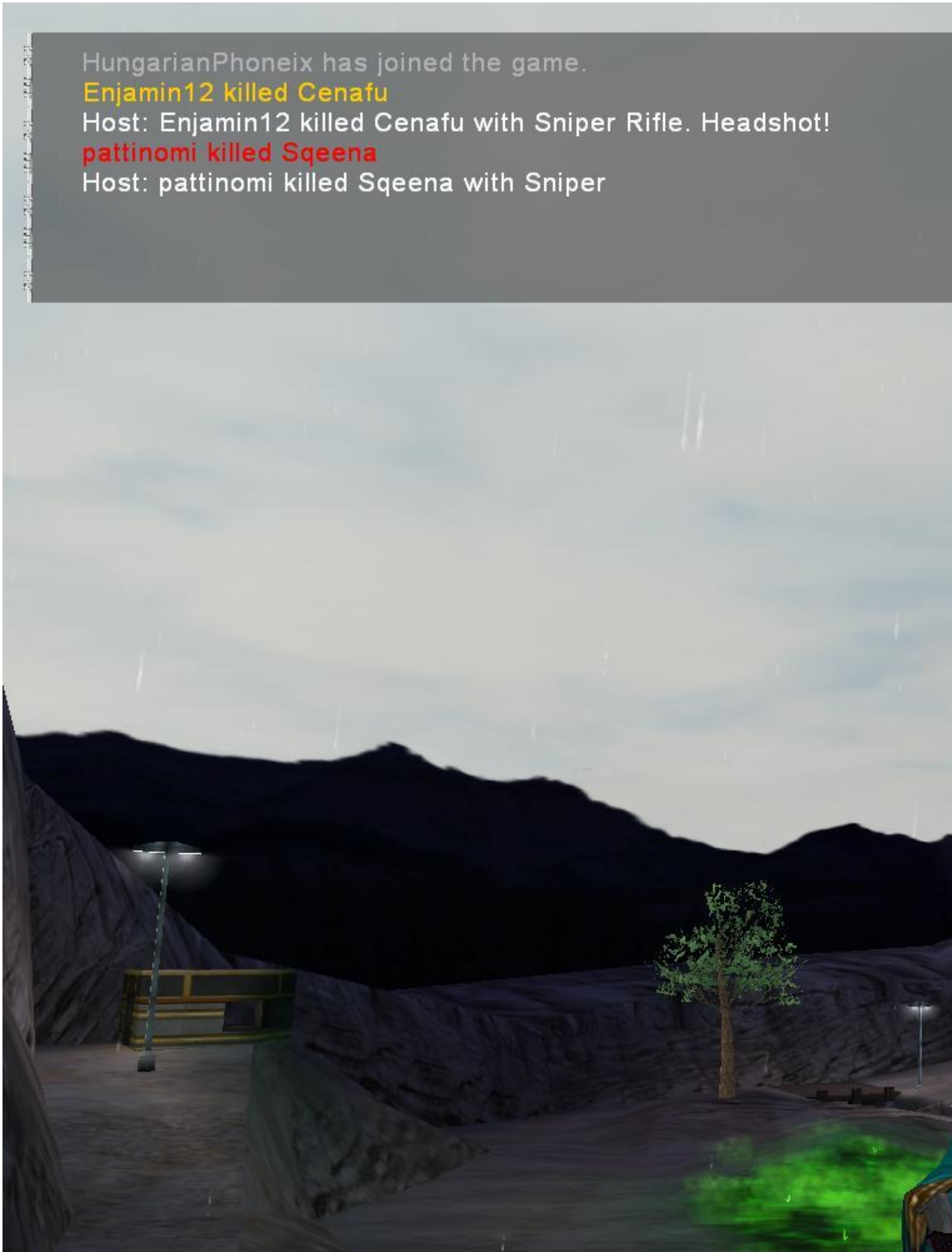
JeepRubi wrote on Sun, 24 May 2009 11:30The lightmaps are baked into the model, so you can't change those. If you want to make it brighter, extract the terrain model, then re-import it into the game. It won't have the lightmaps after that.

Just open the field level file and delete the terrain instances and then recreate them without the lightmaps so u can change the terrain lighting.

Not sure why u guys are having problems , if u add something new to the map and solve the lighting it can turn water and stuff black because of the lightmap.

File Attachments

1) lighterfield2.JPG, downloaded 412 times


HungarianPhoneix has joined the game.
Enjamin12 killed Cenafu
Host: Enjamin12 killed Cenafu with Sniper Rifle. Headshot!
pattinomi killed Sqeena
Host: pattinomi killed Sqeena with Sniper