Subject: Map has too bright snow on it when I edit it
Posted by iRANian on Fri, 21 Oct 2011 11:42:51 GMT
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I'm editing Snow.mix so the Arty does less screenshake and less splash, it's working correctly except that the snow is too bright. This happens both with the Snow.mix source file posted on game-maps and by using LevelRedit. I'm not experienced with LevelEdit so this is probably easy to fix.