Subject: Re: Vertex Solve question Posted by Jerad2142 on Mon, 27 Aug 2012 17:34:29 GMT View Forum Message <> Reply to Message

You only need to hide them if you have not figured out to select "scale" (under advanced) instead of "add". Once you select scale you can make ambient white as well as diffuse and the water will shadow correctly and everything.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums