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Subject: Altmat.exe issues

Posted by [Mauler](#) on Thu, 29 Aug 2013 23:10:18 GMT

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I've been working with the lightmap tools for quite some time now, and have found an issue..

Everything was working fine once i got my altmat enabled meshes created.. but upon loading into a level and applying a "fog" affect and some vertex lighting for the level, I noticed that the model it self would not apply the "fog" over the "dead" alternate material.. i've provided some SS and files that I made for the structure..and the undesired effect... seems the ramps are fine... but not the main barracks structure! And the two files created for the altmat seem to have the correct settings but once merged into one w3d with alternate materials, it seems to bugger up..

Source files for debugging

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