
Subject: Couple Of Questions

Posted by [Sanada78](#) on Thu, 06 Nov 2003 18:24:18 GMT

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I have a few questions on things that have left me wondering for a while...

1. Shadow Mesh

I've noticed that when you import objects from official Westwood W3D files, you get a shadow mesh in most/all of the infantry and vehicles. Also, the Mammoth Tank that Westwood provided contains the shadow mesh in the lowest LOD level (.03).

What exactly does this mesh do? I've tried it on models and then removed it but it doesn't change anything. I'd of thought it was for lighting or something but I haven't noticed anything different on the models when using them in a map.

2. Building Destruction Appearance

Only in Westwood maps do the buildings look all "burnt" when destroyed. At first, I thought a script did this (maybe it still does), but I haven't found anyway to do it in a mod map.

Is this a function that isn't possible with the tools we have to use? I've never seen it done in any other non-official map.
