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Subject: Couple Of Questions

Posted by [Aircraftkiller](#) on Thu, 06 Nov 2003 19:08:36 GMT

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The "shadow mesh" is a low polygon invisible mesh which creates the shadowing for your vehicles. You check off the Shadw option in the W3D export utility and make sure to have it checked on Hide. With shadows turned on, you will see why the mesh is there.

The Lightscape tool and the proprietary Max W3D plugin are what created the shadowing for standard levels in Renegade. That same shadowing created the "dead look" for structures. Doing that is impossible as it requires a custom WLT file along with the Max tool and the Lightscape program.

There is a workaround, but it isn't the same thing - it requires adding new building aggregates to a structure, which is almost pointless as the effect is so minute that it doesn't matter.

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