Subject: This is really buggin' me...
Posted by Aircraftkiller on Mon, 05 Jan 2004 00:46:58 GMT
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It's also a level specific problem. Since the smoothing groups for Canyon were all over the place, the lighting doesn't transition from mesh to mesh undetectably. Tse Cheng rushed it.

He also didn't calculate vertex lighting before exporting it. Only a few levels have this problem. Since all custom levels are forced into vertex lighting, you'll see this problem occur on them if the author was lazy or didn't know what they're doing.