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Subject: The Three Types of Lighting in Level Edit

Posted by --oo00o00oo-- on Sun, 15 Feb 2004 08:16:53 GMT

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i have used a few light here and there before on a few of my maps but never really got in depth with it. now on my latest map i started to really look into it and mess around with the option. there are 3 types a lighting techniques (i guess u would call them): vertex, multi-pass, and mutli-texture. i toggled between all the and check the "check for occulision box" and all 3 seemed to have pretty much the same outcome. so what is the difference between these 3 techniques? which is most prefered?

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