
Subject: Compute Vertex Solve

Posted by [Aircraftkiller](#) on Wed, 17 Mar 2004 00:17:48 GMT

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Open LevelEdit (Or LevelEdit_RA, as it may be). Open the level file, pull down the lighting menu, change the lighting to vertex color, then back to multi-texture lightmaps. This clears the lighting data.

Go to the instances tab, roll out terrain, open your preset terrain and uncheck the mesh in question. Run the vertex solve and it should not affect the mesh.
