
Subject: Lights???

Posted by [Anonymous](#) on Sat, 12 Oct 2002 22:53:00 GMT

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How do i create lights that work on my map. Every time i put omni lights on my map, it doesn't show up in level edit, even when i do vertex solve. So what am i doing wrong?

Subject: Lights???

Posted by [Anonymous](#) on Sat, 12 Oct 2002 22:58:00 GMT

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and whats the intensity diferance from a candle to a flood light? I neeeded tah know.

Subject: Lights???

Posted by [Anonymous](#) on Sat, 12 Oct 2002 23:54:00 GMT

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I don't think you can use lights from RenX/gmax in Renegade, I think you have to set them up in Level Edit.

Subject: Lights???

Posted by [Anonymous](#) on Sun, 13 Oct 2002 07:47:00 GMT

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quote:Originally posted by scarface:Actually, i just thought of another problem.Why does the sun shine through all my walls??? When i look up at where the sun is through a wall, i get that glare/brightness. Why?Dazzle shows through in Level Edit for some reason, but it should work in-game.

Subject: Lights???

Posted by [Anonymous](#) on Sun, 13 Oct 2002 12:00:00 GMT

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AHHHHHH, i just realised that lights aren't created in renx, but in level edit.I've only just started playin round with level edit, i've been modeling for months, haha.Still, if any one has anything about lights they wanna say that they think might help, plz do so!

Subject: Lights???

Posted by [Anonymous](#) on Sun, 13 Oct 2002 12:10:00 GMT

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Actually, i just thought of another problem. Why does the sun shine through all my walls??? When i look up at where the sun is through a wall, i get that glare/brightness. Why?

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Posted by [Anonymous](#) on Sun, 13 Oct 2002 12:22:00 GMT

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Im sure you figured this out but, Greg H. says that RenX wont Export Light Bones so You have to make them in LevelEdit with the LIGHT>IMPORT_LANDSCAPE_LIGHTS then just add/temp a clone of the one given as an example and play with the parameters for the desired effect.
