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Subject: Composing Lights...

Posted by [Anonymous](#) on Mon, 14 Oct 2002 22:34:00 GMT

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Yeah, i wanna know if you can do lights in renx. As far as i can tell, you can't, point lights dont show up in level edit, but if we could it would save alot of time i think.

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Subject: Composing Lights...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 00:31:00 GMT

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Is there any way to set up your lights in RenX, then export them along with your geometry to the level editor? I notice a light related field in the 'add' dialog used to add an item to your preset library, but I cant find a way to generate the file type it asks for. Any help?Thanks in advance.

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Subject: Composing Lights...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 12:48:00 GMT

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NO, according to Greg H. You cannot use the GMAX/RENX light Bones. Use LevelEditor Preset Light section. Imported Lights, add or temp and adjust to your need then make on the map. also, Renx: make Emitters for a (flashing) light look. Its not a real light but it will look like one. (if only I knew how to make Emitters LOL)

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