
Subject: Is level edit a liar?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 16:10:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, I cant tell whats wrong with this. Click on the link below. <http://www.n00bstories.com/image.fetch.php?id=1155296620> Now, you see how above the stream the textures dont match and it is unusualy dark? Is Level Edit wrong and will it look the way it should when I play it in game OR will it always look messed up?

Subject: Is level edit a liar?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 16:36:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

DUDEYOU HAVE ALMOST 60,000 POLYGONS IN *JUST* THAT AREA ALONEYOU SHOULDN'T NEED THAT MANY!!!! If I were you, I'd redesign that with 5% of the polygons. You don't need that much for an area that small. Hell, I've made maps that have less polygons than that area.

Subject: Is level edit a liar?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 18:12:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I agree. That is too many polys in that area. As for the darkness, that is because of where your sun/moon is, depending on the time of day you set. That is only shadow on the texture.

Subject: Is level edit a liar?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 18:41:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also make sure U run Lightsolve after U play with the Time of day setting, chances are the other side of that building is very bright in that pic.

Subject: Is level edit a liar?

Posted by [Anonymous](#) on Wed, 06 Nov 2002 18:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lightsolve?

Subject: Is level edit a liar?

Posted by [Anonymous](#) on Thu, 07 Nov 2002 03:52:00 GMT

"Compute Vertex Solve", under Lighting in Level Edit (make sure occusion is checked).To make certain areas lighter just use "Lightscape Imported" under the lights preset and place them where you want, then edit the kind colour, size, shape of light you want. This is how you lighten areas.And BTW, 60,000 polys alot even for the biggest of maps.
