Subject: Lighting
Posted by SideWinder on Fri, 12 Aug 2005 03:27:19 GMT
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Hey guys, I have a quick question...

In the Commando Editor for Renegade, whenever I make a light (by clicking on Lightscape Imported under the lighting tab, or by making a light by hitting Temp and making my own) somewhere on my map, after I save my map as a .lvl file then re-open it, my ENITRE map is really bright and there's no shadows.

Is there a way I can properly light my map without it doing that? Do I have to have the options a certain way?

Feedback is, of course, appreciated.

Thanks for your time.

Subject: Re: Lighting
Posted by Aircraftkiller on Fri, 12 Aug 2005 06:30:56 GMT
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Of course; changing the options of the light would help your situation.

Subject: Re: Lighting
Posted by Goztow on Fri, 12 Aug 2005 08:17:15 GMT
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ACK, that bag of garbage in your avatar suits you well...

Subject: Re: Lighting
Posted by danpaul88 on Fri, 12 Aug 2005 13:13:22 GMT
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Try adding your lights in RenX, and importing them with the terrain. I have not fiddled around with lighting much myself but thats how I would do it.

Subject: Re: Lighting
Posted by SideWinder on Fri, 12 Aug 2005 17:18:50 GMT
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I did every possible configuration of the light options that I think is possible. I was asking if anyone

knows of a certain way I need to adjust the lights to achieve the effect I want.

Thanks for the advice Dan, I was thinking about doing that as well with proxies. I suppose I should just do it like that.

Thanks for the advice.

EDIT: Actually.. This isn't a lighting problem. Whenever I would save my map as a .lvl file, then re-open it, all my shadows would be gone anyway even IF I did not place any lights on the map. I don't know why it does this.

Subject: Re: Lighting
Posted by danpaul88 on Fri, 12 Aug 2005 18:19:52 GMT
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have you tried playing it in renegade? the lights might work there, leveledit probably cant be bothered loading them

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Subject: Re: Lighting
Posted by Aircraftkiller on Fri, 12 Aug 2005 18:53:23 GMT
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Generate the lighting solution.

Subject: Re: Lighting
Posted by SideWinder on Fri, 12 Aug 2005 19:32:20 GMT
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Geez.. No matter what I do I still lose my shadows and my textures get messed up in some places. I'll just have to do it the old fashioned way, with RenX and proxies. Lol riveting.

Thanks again for your assistance everyone...

Subject: Re: Lighting
Posted by icedog90 on Fri, 12 Aug 2005 21:41:38 GMT
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Did you do compute vertex solve?

Subject: Re: Lighting

Posted by Halo38 on Wed, 24 Aug 2005 15:05:26 GMT

SideWinder wrote on Thu, 11 August 2005 23:27 or by making a light by hitting Temp and making my own)

Not sure if your still loking for answers on this but.

Don't temp the 'lightscape imported' preset i've had the same problem as you

Just select the 'lightscape imported' preset and 'make' it, to adjust the light double click it. if you need more lights just click make on the preset again to get more.

Then ofcourse compute the vertex solve

If you change and re-export any part of your mesh from gmax or remove the instance of it from level edit you will have to compute the vertex solve again. (another reason why your mesh may be bright)