Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 15:37:00 GMT
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i made a test map for blackops and i have 2 probs...1. whenever i set the time of day to midnight the terrain stays the same brightness2. i used that realistic water tutorial for the water and whenever i add fog the water dissapears

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Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 15:49:00 GMT
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did you go under lighting and resolve vetex?

Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 16:01:00 GMT
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quote:Originally posted by Tripic:did you go under lighting and resolve vetex?this is in level edit right cus there is no resolve vertex

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Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 16:08:00 GMT
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go to Lighting > Compute Vertex Solve > check the box and keep going.

Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 16:18:00 GMT
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did you do the compute vertex solve?

Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 16:45:00 GMT
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ok, when i do that my watter turns white and the fog thing still happens

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Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 16:53:00 GMT
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hmmm, maybe it the reflecting, but the windows on the orca reflect too i think...

Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 18:50:00 GMT
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did it fix the tetures?

Subject: need help, again...
Posted by Anonymous on Tue, 12 Nov 2002 20:30:00 GMT
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i still have the fog and water problem, i had to edit the sunlight to make it dark

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Subject: need help, again...
Posted by Anonymous on Wed, 13 Nov 2002 05:05:00 GMT
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You have to remove your windows(glass) and water BEFORE you do vertex solve....read the FAQ!it answers questions like this....