Subject: c_shadowmesh
Posted by Halo38 on Sat, 12 Aug 2006 00:49:57 GMT
View Forum Message <> Reply to Message

hi all,

i've been importing various characters and vechiles from the always.dat and i've noticed this low poly mesh in each called c_shadowmesh, v_shadows etc... obvioulsy it sounds like something to do with shadow casting but when removed the objects still cast shadows

Any one any idea on what there are for? or if they were something that was never implemented, just curious.

Subject: Re: c_shadowmesh
Posted by Mad Ivan on Sat, 12 Aug 2006 12:06:13 GMT
View Forum Message <> Reply to Message

bump

This is something that i've been wondering about as well.

Subject: Re: c_shadowmesh
Posted by JeepRubi on Sat, 12 Aug 2006 17:56:55 GMT
View Forum Message <> Reply to Message

I have no idea but my gues is when you set the shadow detail to medium it uses that instead of the actual object.

Subject: Re: c_shadowmesh
Posted by Dan on Sat, 12 Aug 2006 18:03:11 GMT
View Forum Message <> Reply to Message

It's probably used to make casting shadows more efficient. I would imagine if it was missing - when you took it out it reverted to using the actual mesh to cast the shadow instead. Which is probably slower. That's just a guess though.