
Subject: Projector Settings

Posted by [Jerad2142](#) on Fri, 17 Nov 2006 03:56:06 GMT

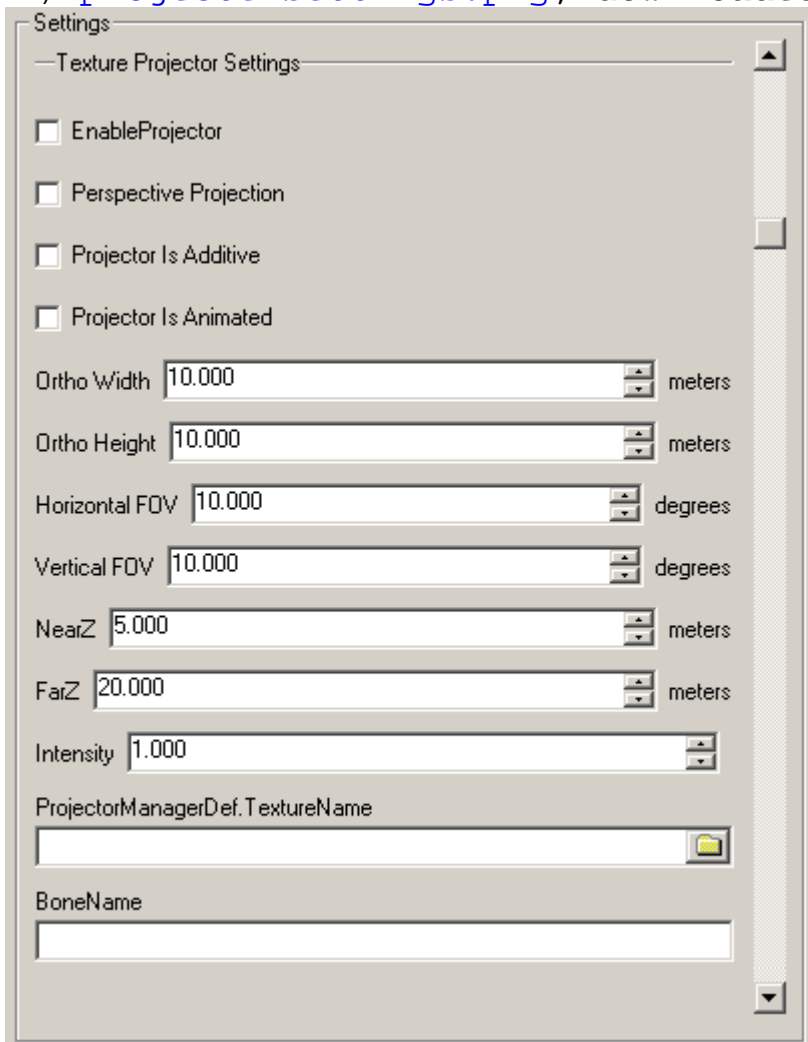
[View Forum Message](#) <> [Reply to Message](#)

I was wondering if anyone could explain every last setting I have listed here (or as many as you can, don't try explaining it if you haven't got it to work before). Picture Below:

I could probably figure it out myself, but I'm trying to save time for modding.

File Attachments

1) [projectersettings.png](#), downloaded 190 times



Subject: Re: Projector Settings

Posted by [Blazea58](#) on Fri, 17 Nov 2006 06:28:30 GMT

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

hell if i knew, that looks a bit confusing, but the best way to find out is to just mess with each one a

bit then save and see the results. Otherwise check the help things to see if you can find anything on it.

Otherwise maybe someone else can point it all out.

Subject: Re: Projector Settings
Posted by [Jerad2142](#) on Fri, 17 Nov 2006 06:37:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you really think I was dumb enough not to check the help topics before I posted this question (although after the amount of time I spent searching for the answer, I could have just messed with it and figured it out. Will thats how it seems to work some times).

Subject: Re: Projector Settings
Posted by [danpaul88](#) on Fri, 17 Nov 2006 07:41:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Projector settings are something to do with how shadows are generated for an object, I did see a document about it somewhere in the mod tools written by the westwood team...

Subject: Re: Projector Settings
Posted by [Blazea58](#) on Fri, 17 Nov 2006 08:47:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't worry about it, i wasen't trying to offend ya lol. Either way im sure you probably already solved it by tampering with all the settigs

Subject: Re: Projector Settings
Posted by [Jerad2142](#) on Fri, 17 Nov 2006 20:25:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I will mess with it later today, and then I will post the results in high detail.
