**Subject: Lighting Problem**
Posted by Anonymous on Thu, 16 Jan 2003 00:29:00 GMT
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I am using Heightfield for a small arena to test certain AI aspects when I came across a problem. When standing at one end of the map, and facing the cliffs on the other side, every thing goes

solve, or perhaps the Vis generation. Any solution would be helpful. Pic Much Better Pic
(edit:better pic added)  [ January 15, 2003, 12:35: Message edited by: Cpo64 ]

**Subject: Lighting Problem**
Posted by Anonymous on Thu, 16 Jan 2003 00:40:00 GMT
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Give us a pic of what it looks like normally.

**Subject: Lighting Problem**
Posted by Anonymous on Thu, 16 Jan 2003 00:58:00 GMT
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Normal