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Subject: Light Solve

Posted by [Anonymous](#) on Sat, 25 Jan 2003 17:24:00 GMT

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Whenever I run lightsolve my transparent textures become opaque. Will they remain Opaque when I export? And when I do this, (in leveledit) not everything stays lit properly unless i veiw it in 1st person mode....will this stay this way when I export?

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Subject: Light Solve

Posted by [Anonymous](#) on Sat, 25 Jan 2003 19:02:00 GMT

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two ways - remove them from the level before you do light solve (either unselect them on the dropdown - or add them in after the lightsolve)once you do it with ab/glass etc.. they will stay like that...

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Subject: Light Solve

Posted by [Anonymous](#) on Sat, 25 Jan 2003 19:20:00 GMT

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Change the lighting type from multi-texture to multi-pass (or vice versa) in the lighting menu to reset the solve. Now, uncheck the translucent objects in the instances tab, run the light solve, and check them again. The light solve will bypass the unchecked objects.

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Subject: Light Solve

Posted by [Anonymous](#) on Sat, 25 Jan 2003 20:06:00 GMT

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wow thanx I will definatly try!

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