
Subject: need help with renx.

Posted by [Di3HardNL](#) on Thu, 14 Feb 2008 21:37:21 GMT

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

I am editing the file tunnels_lm.w3d in renx. it is the tunnel for C&C_Islands.mix. If you tried something like that before you would know you have to create all the tiles again by making planes and adding some textures to it. (thats my way)

Everything goes fine, the path is done however the texture for it is still crap but it has no bugs.

So now my problem is, when i made my glasswall, it looks good enough in my eyes. But when i walk on the path next to my new glasswalls the color of everything keeps changing.

Look to my screenshots they show what i mean, i hope someone knows why this is ty ->

Subject: Re: need help with renx.

Posted by [Veyrdite](#) on Fri, 15 Feb 2008 06:05:50 GMT

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

Have you tried checking occlusion of lights?

Subject: Re: need help with renx.

Posted by [Di3HardNL](#) on Fri, 15 Feb 2008 07:07:11 GMT

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

Is that an w3d option? can you show where to check occlusion of lights? thanks

Subject: Re: need help with renx.

Posted by [Scrin](#) on Fri, 15 Feb 2008 10:41:35 GMT

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

Di3HardNL wrote on Fri, 15 February 2008 01:07: Is that an w3d option? can you show where to check occlusion of lights? thanks

nice work

Subject: Re: need help with renx.

Posted by [crazfulla](#) on Fri, 15 Feb 2008 11:41:43 GMT

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

lol @ your screens, MS paint is for n00bs.

looks at own sig

Doh!

Subject: Re: need help with renx.
Posted by [Di3HardNL](#) on Fri, 15 Feb 2008 14:12:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Fri, 15 February 2008 05:41lol @ your screens, MS paint is for n00bs.

looks at own sig

Doh!

proud to be n00b

Subject: Re: need help with renx.
Posted by [Dealman](#) on Fri, 15 Feb 2008 14:21:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Fri, 15 February 2008 12:41lol @ your screens, MS paint is for n00bs.

looks at own sig

Doh!

That was pretty off-topic and unnecessary.

I don't see Di3HardNL as an "n00b".

Anyway, I don't think what can be causing that, I'd say what Dthealer said. Obviously there's some lights in that area, cause that effect shows normally in the map when you walk up there, like the water would be reflecting to the ground. So it's pretty obvious.

Subject: Re: need help with renx.
Posted by [Di3HardNL](#) on Fri, 15 Feb 2008 16:27:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would agree with you if i didn't try something like this before for the nod refinery interior, look my screenshots exactly the same problem as with the islands tunnels

I know normally the interior is also a little green, but i deleted the original wall files so I dont know why this reflection happen' But sometimes it looks alright, while in the original renegade it is green all the time (if im not mistaking)

By the way I didnt finish the texturing/modeling so dont comment on how ugly it looks, because i know that already

Bad->

How it should be all the time ->

Subject: Re: need help with renx.
Posted by [LR01](#) on Fri, 15 Feb 2008 16:43:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, that is very nice
would think that is the orginal ref anymore

Subject: Re: need help with renx.
Posted by [Di3HardNL](#) on Sun, 17 Feb 2008 12:00:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I still don't have the solution on this problem, I am for sure some of you know what is wrong

Subject: Re: need help with renx.
Posted by [renalpha](#) on Sun, 17 Feb 2008 16:37:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats the most awesome hillbilly skin i have seen

Subject: Re: need help with renx.
Posted by [Reaver11](#) on Sun, 17 Feb 2008 20:07:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are two easy ways to add light.

Either you edit the interiors of the ref

model

terrain\building interior tiles_multiplay\mp - nod refinery\mnref_int_lm001.w3d

lightmap

terrain\building interior tiles_multiplay\mp - nod refinery\mnref_int_lm001.wlt

So you would have to edit the wlt file (this is the interior light file)
(this file should be included in buildings.zip as gmax file)

If you dont have buildings.zip goto ftp.westwood.com and download it there it is in renegade folder.

After finished making it name the lightmap exactly so you wont have to edit the lightmap preset.

---My way of doing it---

Well I suppose you want it on all the maps the same only I dont know really how to edit ligtm maps in renx but I will describe another method.

All you need is Leveleditor.

What you do is you make a light->lightscape imported.

Dubbel click it in leveleditor and change the colors.

After that goto the top bars in leveleditor -> lighting -> compute vertex solve. (always set check occlusion on!)

All I can do for you now probably the original lightmap texture are bugging you. All try to find out something for you. (This LE way of doing lights is extensif)

Subject: Re: need help with renx.

Posted by [Di3HardNL](#) on Sun, 17 Feb 2008 20:15:49 GMT

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

Thanks alot for the explanation landgenoot I am gonna try this out for sure

Only 1 question,: When I edited the settings in LevelEdit and export it to my data folder, does it only work if you host a game by yourself? Or does it work client side to?

thanks

Subject: Re: need help with renx.

Posted by [Reaver11](#) on Sun, 17 Feb 2008 22:35:43 GMT

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

I have never really tried if lightscapes are server-side.

The skin editing should be but that would only allow you to edit the wtl file of the ref interior.

lighting->compute vertex solve edits the .lsd file of a map and most is not serverside what you do in the lsd file.

Anyways here is an interior I made (mp5 by urimas)

Mayby we could add each other on msn later we could learn a lot from each other I think. (I'll pm mine)
