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Subject: Dark Field  
Posted by [mrÆÄŞÄ-z](#) on Sat, 23 May 2009 12:15:28 GMT  
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Yoo! when i replace the Textures on Field, then the Textures are dark! i tried to edit weather etc but nothing helped, i wanna give Field better weather like on FieldTS. Thanks.

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Subject: Re: Dark Field  
Posted by [Xena](#) on Sat, 23 May 2009 12:46:18 GMT  
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u mean dark as in black?  
then u have saved it as a wrong dds

i use paint.net to make skins and after i saved them as a .dds i have to convert them to the right .dds file with DDS Converter 2 i googled. that works for me =]

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Subject: Re: Dark Field  
Posted by [mrÆÄŞÄ-z](#) on Sat, 23 May 2009 12:52:15 GMT  
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no thats not the prob, try out by yourselfe, then you see what i mean

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Subject: Re: Dark Field  
Posted by [Di3HardNL](#) on Sat, 23 May 2009 13:17:29 GMT  
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if you want to change the weather you can simply do that in LE

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Subject: Re: Dark Field  
Posted by [mrÆÄŞÄ-z](#) on Sat, 23 May 2009 13:44:55 GMT  
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nooooo i did change the weather but the textures are still dark

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Subject: Re: Dark Field  
Posted by [ErroR](#) on Sun, 24 May 2009 12:37:24 GMT  
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i wonder myself, tried to change some textures there, everything faild

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Subject: Re: Dark Field

Posted by [Di3HardNL](#) on Sun, 24 May 2009 12:49:00 GMT

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Try after you changed the weather in LE :

Lighting - Compute vertex solve  
Check occlusion

Maybe that gives result

Nvm didn't work Maybe its the baked lightmaps you can find in xccmixer

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Subject: Re: Dark Field

Posted by [JeepRubi](#) on Sun, 24 May 2009 15:30:07 GMT

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The lightmaps are baked into the model, so you can't change those. If you want to make it brighter, extract the terrain model, then re-import it into the game. It won't have the lightmaps after that.

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Subject: Re: Dark Field

Posted by [Gen\\_Blacky](#) on Sun, 24 May 2009 18:19:01 GMT

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JeepRubi wrote on Sun, 24 May 2009 11:30The lightmaps are baked into the model, so you can't change those. If you want to make it brighter, extract the terrain model, then re-import it into the game. It won't have the lightmaps after that.

Just open the field level file and delete the terrain instances and then recreate them without the lightmaps so u can change the terrain lighting.

Not sure why u guys are having problems , if u add something new to the map and solve the lighting it can turn water and stuff black because of the lightmap.

### File Attachments

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1) [lighterfield2.JPG](#), downloaded 520 times

HungarianPhoneix has joined the game.

**Enjamin12** killed **Cenafu**

Host: **Enjamin12** killed **Cenafu** with Sniper Rifle. Headshot!

**pattinomi** killed **Sqeena**

Host: **pattinomi** killed **Sqeena** with Sniper

