Subject: Dark Field
Posted by mrã£ã§ä·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 tryed to edit weather etc but nothing helped, i wanna give Field better weather like on FieldTS. Thanks.

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 =]

Subject: Re: Dark Field
Posted by mrã£ã§ä·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

Subject: Re: Dark Field
Posted by mrã£ã§ä·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

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.

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
1) lighterfield2.JPG, downloaded 357 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