
Subject: Lightning and Shadows

Posted by [YazooGang](#) on Mon, 06 Jul 2009 23:09:39 GMT

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

I'm done retexturing the city map and now i kinda see a big difference between the original city map and the one i retextured. The original has shadows, good lightning and stuff but mine has no shadows and no lightning. How i fix that problem?

I would of upload pics but my internet connection is slow right now because of the stupid ISPs. I might upload it later.

Subject: Re: Lightning and Shadows

Posted by [Gen_Blacky](#) on Tue, 07 Jul 2009 01:52:21 GMT

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

you can use city's existing lighting cityfly_lm.wlt but depending what you changed it might not look good.

Easiest way to add new lighting is with leveledit but renegades lighting sucks. You can make your own lighting by blocking out renegades sun like this

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=14>

Lightmapping is the best way to add lighting and looks the best but takes a lot of time.

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=140>

Render to texture is another good way to add good lighting.

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=134>
