Subject: Altmat.exe issues
Posted by Mauler on Thu, 29 Aug 2013 23:10:18 GMT
View Forum Message <> Reply to Message

I've been working with the lightmap tools for quite some time now, and have found an issue..

Everything was working fine once i got my altmat enabled meshes created.. but upon loading into a level and applying a "fog" affect and some vertex lighting for the level, I noticed that the model it self would not apply the "fog" over the "dead" alternate material.. i've provided some SS and files that I made for the structure..and the undesired effect... seems the ramps are fine... but not the main barracks structure! And the two files created for the altmat seem to have the correct settings but once merged into one w3d with alternate materials, it seems to bugger up..

Source files for debugging

Toggle Spoiler

Subject: Re: Altmat.exe issues
Posted by Mauler on Tue, 03 Sep 2013 09:28:35 GMT
View Forum Message <> Reply to Message

Nevermind after testing seems like it also affects Westwood Official maps as well... glad to know it's not something im doing

---

Subject: Re: Altmat.exe issues
Posted by saberhawk on Wed, 04 Sep 2013 03:48:21 GMT
View Forum Message <> Reply to Message

Alternate materials and decals were always missing the appropriate engine calls to enable fog. It's been fixed as of April 4th.

Subject: Re: Altmat.exe issues
Posted by Mauler on Wed, 04 Sep 2013 09:16:09 GMT
View Forum Message <> Reply to Message

Glad to here that

Those destroyed structures really stand out, once destroyed and have fog enabled on the map.

Subject: Re: Altmat.exe issues
Posted by Mauler on Mon, 20 Jan 2014 12:11:58 GMT
View Forum Message <> Reply to Message

Sorry to bump this... but can I also ask if the same fix also affects LOD hierarchy models...
Currently the level/game lighting does not affect anything past the .00 model..

Subject: Re: Altmat.exe issues
Posted by Mauler on Mon, 24 Feb 2014 12:36:40 GMT
View Forum Message <> Reply to Message

I don't know if you guys changed anything on the altmat but it no longer functiions properly, Old
models that i was once capable of rendering alternate materials no longer work...

Subject: Re: Altmat.exe issues
Posted by Mauler on Mon, 24 Feb 2014 14:16:29 GMT
View Forum Message <> Reply to Message

Ok so i used a previous altmat version and it does create my alternate material model just fine...
so something must not be working properly in the newest TT tools that you guys did for 4.1 RC3

Subject: Re: Altmat.exe issues
Posted by Jerad2142 on Mon, 24 Feb 2014 19:43:31 GMT
View Forum Message <> Reply to Message

Mauler wrote on Mon, 20 January 2014 05:11Sorry to bump this... but can I also ask if the same
fix also affects LOD hierarchy models... Currently the level/game lighting does not affect anything
past the .00 model..
I can confirm that vertex lighting also doesn't apply to LOD models past .00 (at least shadows in
3.4.4).