
Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:00:00 GMT

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

you set them up in commando -- look at the field level -- in commandosee all those pointy star things - (their called Lightscape imported objects) (commando - presets - light - Lightscape Imported) double click on one - you will see settings you can do.you just change the settings to make them look like what you want.You can make them do about anything you want - rotate them - etc...I think there is a tutorial -- but i cant remember where i saw it.But - since you can look at all the levels in commando - just re-use the settings you see on their lights - and your in like flynn... [January 29, 2003, 14:02: Message edited by: StoneRook]
