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Subject: Lighting

Posted by [SideWinder](#) on Fri, 12 Aug 2005 03:27:19 GMT

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Hey guys, I have a quick question...

In the Commando Editor for Renegade, whenever I make a light (by clicking on Lightscape Imported under the lighting tab, or by making a light by hitting Temp and making my own) somewhere on my map, after I save my map as a .lvl file then re-open it, my ENITRE map is really bright and there's no shadows.

Is there a way I can properly light my map without it doing that? Do I have to have the options a certain way?

Feedback is, of course, appreciated.

Thanks for your time.

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