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Subject: Re: Lighting

Posted by [Halo38](#) on Wed, 24 Aug 2005 15:05:26 GMT

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SideWinder wrote on Thu, 11 August 2005 23:27 or by making a light by hitting Temp and making my own)

Not sure if your still loking for answers on this but.

Don't temp the 'lightscape imported' preset i've had the same problem as you

Just select the 'lightscape imported' preset and 'make' it, to adjust the light double click it. if you need more lights just click make on the preset again to get more.

Then ofcourse compute the vertex solve

If you change and re-export any part of your mesh from gmax or remove the instance of it from level edit you will have to compute the vertex solve again. (another reason why your mesh may be bright)

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