Subject: Re: C&C_Assault BETA 1.0 released.
Posted by PaRaDoX on Sun, 22 Jan 2006 20:07:28 GMT
View Forum Message <> Reply to Message

Compute Vertex Solve is a "shadow" generator kinda like lightmaps with about 1000000000000000000000000000000000000000000000000x less detail and if you place a green light in a certen area, after you Solve it will have the area light up in green