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Subject: Re: Adding mapshaders

Posted by [R315r4z0r](#) on Sat, 10 Mar 2007 17:50:16 GMT

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But anyway, it is simple.

In level edit, just go to edit, background settings, then select all the background settings like Time of day, wind, precipitation, fog, ect.

Then go to Lighting, edit sunlight. There you can set the sun light color and sky position.

After you do that, finish up adding your stuff to your map. When you are done, go to Lighting, compute vertex solve, Check the box "Check occlusion" then hit ok.

Wait for it to finish, when it is done, your map should look a lot nicer with correct shadows in the right places.

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