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Subject: Re: Shadows

Posted by [Bulldawg](#) on Thu, 22 Nov 2007 03:26:10 GMT

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Jerad Gray wrote on Wed, 21 November 2007 13:10nopol10 wrote on Tue, 20 November 2007 19:03There's another way to cast shadows forcefully onto terrain. Create a box or object that hangs over the whole map and in the W3D Tools check Hide and Shadow. The box will then cast a shadow.

You could also just turn off the sun

how would i do that?

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