
Subject: Re: Lightning and Shadows

Posted by [Gen_Blacky](#) on Tue, 07 Jul 2009 01:52:21 GMT

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you can use city's existing lighting cityfly_lm.wlt but depending what you changed it might not look good.

Easiest way to add new lighting is with leveedit but renegades lighting sucks. You can make your own lighting by blocking out renegades sun like this

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=14>

Lightmapping is the best way to add lighting and looks the best but takes a lot of time.

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=140>

Render to texture is another good way to add good lighting.

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=134>
