
Subject: Re: Having trouble making a mod
Posted by [saberhawk](#) on Tue, 20 Apr 2010 15:43:54 GMT
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greenirrad wrote on Tue, 20 April 2010 09:04Um, I have unpacked a map, C&C_Walls_Flying.mix. I have modded it a bit, only changed some textures, and now when I load it at Renegade, I have 2 main problems - Harvesters won't move, and there is no fog. I want to add some fog and snow to the map, how do I do it? Also, waypoints for harvesters seem to be visible on the map...

Edit->Background Settings for fog/weather/time of day controls. Be sure to "Compute Vertex Solve..." if you update the lighting on the level either by adding/moving/removing lights or change the level's time of day.
