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Subject: Notes on lighting/vertex solve features in scripts 4.x

Posted by [jonwil](#) on Sun, 09 Feb 2014 11:14:39 GMT

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Here are some notes on various changes and features to lighting/vertex solve stuff in scripts 4.x: Firstly, in scripts 4.x, we have a fix so that meshes with no vertex colors and an opacity of less than 1 have vertex solve correctly applied (the most notable example of this is the Nod Airstrip glass which you no longer need to hide when you vertex solve)

Secondly, there is a fix so that vertex solve is correctly applied to meshes with bump-mapping (i.e. water) which means you no longer need to hide these meshes either. In fact you no longer need to hide any meshes when running vertex solve.

and thirdly, if you put `PreLit=true` into the "user text"/"user properties" setting of a mesh (not sure exactly what its called in Max/Gmax), it will cause LE to ignore that mesh and not apply vertex solve to it. This feature combined with the right texturing will allow you to do westwood-style pre-lit light-mapping (or as close as its possible to get without the special tools westwood used)

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