
Subject: Re: C&C Backstab and C&C Halloween
Posted by [trunkskgb](#) on Thu, 26 Oct 2017 12:42:58 GMT
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dblaney1 wrote on Wed, 25 October 2017 17:04All you have to do is open up leveledit and under the lighting menu, run compute vertex solve. Check the box for check occlusion as well. Then save the map again.

I saw what you meant, I was and still may leave it alone, but when I ran vertex solve, some other issues came up that I had fixed once before, but it was so long ago, I forget what I did. I'll get screen shots when I can.
