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Subject: Configuring Lighting In level Edit

Posted by [Sanada78](#) on Tue, 14 Oct 2003 19:25:18 GMT

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I'm trying to get all the light sorted out in my map. I've done "Compute Vertex Light" or whatever it's called (not at my PC) to create the correct lighting. Now I'm putting in some light sources (the Omni ones I think that are in the Level Edit presets under "Light") for overhead lights, Tiberium glow, etc. I find that when I place one and set it up how I want (which I still don't really know how to do) and compute the lighting, I find that on many occasions, it never does anything unless I use the default settings that are already in place. However, if I change back to say "Multi-Pass Lighting" they work but everything else loses its previous light state.

Basically, all I need is a tutorial on how to do the lighting properly if anyone knows of one. I can't remember if the "How to..." that comes with the Level Edit tools had a tutorial, but I don't think it went into great depth. I'll have a look again when I get back but any other tutorial will be great to help me.

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