Subject: Bump Maping Problem.
Posted by Anonymous on Tue, 03 Dec 2002 13:02:00 GMT
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I have a Problem with Bunm Mapping. It works fine (thx to the one who wrote the tutorial   )But when I compute vertex solve ther is a white shadow/fog over it: Picure of it Plz help

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Subject: Bump Maping Problem.
Posted by Anonymous on Tue, 03 Dec 2002 13:23:00 GMT
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Hey thats sweet, Mind if i borrow that tutrial or have the location of it?

Subject: Bump Maping Problem.
Posted by Anonymous on Tue, 03 Dec 2002 16:23:00 GMT
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Yeah, I made the tutorial, but that issue cannot be fixed.The reason it stays white as a ghost it's because it uses the "Add" shader in it's texture settings, and the only way to fix this is excluding it from the Vertex Solve - Example - Make the water be a different W3D file and add it as a tile to your map after the Vertex Solve is generated on it.This way, it will keep being the realistic water it is   Don't worry, it isn't a problem with your Video card

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Subject: Bump Maping Problem.
Posted by Anonymous on Tue, 03 Dec 2002 16:32:00 GMT
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? i vertex all the time and never have that proplem...

Subject: Bump Maping Problem.
Posted by Anonymous on Wed, 04 Dec 2002 08:06:00 GMT
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quote:Originally posted by Laser2150:? i vertex all the time and never have that proplem...Laser, your SnowyDMExtreme had that problem also. You need to exclude the water from the vertex solve. Go there and check if your water isn't white.