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Subject: Light Question.

Posted by [Naamloos](#) on Thu, 26 Jan 2006 16:38:17 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1295956812>

As you can see, the green stuff is way too bright and shiny. So how can I change the light of an object that has "bump maps" on it? It ignores all vertex colour changes, and I don't know what else changes lightening with the same effect.

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Subject: Re: Light Question.

Posted by [bisen11](#) on Thu, 26 Jan 2006 17:01:15 GMT

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I guess you could try a different shade . But you can also do lighting with the Light Impoted with Level edit. However I haven't used that much, so i don't know a whole lot about it.

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Subject: Re: Light Question.

Posted by [Naamloos](#) on Thu, 26 Jan 2006 19:20:27 GMT

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Changing the texture settings won't change it a bit...

And I don't want to do this is LE, I'm not even sure I can get the right results that way anyway.

But I guess I'll have to remove the bump maps then, doesn't really mater but I was hoping for a way to keep it.

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Subject: Re: Light Question.

Posted by [PaRaDoX](#) on Thu, 26 Jan 2006 21:47:44 GMT

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when you compute and solve your lighting make sure its hidden

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Subject: Re: Light Question.

Posted by [Naamloos](#) on Thu, 26 Jan 2006 21:59:38 GMT

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I don't use "compute and solve" because like I said in the other topic, I don't know how.

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Subject: Re: Light Question.

Posted by [JeepRubi](#) on Thu, 26 Jan 2006 22:08:41 GMT

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all you have to do is press the button, fairly simple.

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Subject: Re: Light Question.

Posted by [Naamloos](#) on Thu, 26 Jan 2006 22:41:43 GMT

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I'd like to, but the problem is, I don't have it.

There is no such option anywhere inside my Gmax, unless it's named something other than "compute and solve".

Edit: Ok, no bump maps, but hows this?

<http://www.n00bstories.com/image.fetch.php?id=1190908773>

Doesn't look too bad, imo. But I need opinions.

Edit2: The water(toxic) texture is actually grey, but the terrain below it makes it look green.

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Subject: Re: Light Question.

Posted by [bisen11](#) on Thu, 26 Jan 2006 23:52:46 GMT

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What he may be talking about is in LE if you go under the lighting tab there is an option that says "compute vertex solve".

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Subject: Re: Light Question.

Posted by [Naamloos](#) on Fri, 27 Jan 2006 00:03:09 GMT

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Sigh... That's why I couldn't find it.

Since it's done in LE, I will wait with doing it until I finished the map. I wouldn't want any double lightening placed in the map or waste much time while I have to redo it later... Or whatever...

Ok, this part is done.

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Subject: Re: Light Question.

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Posted by [Napalmic](#) on Fri, 27 Jan 2006 00:07:44 GMT

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You can always reset the vertex solve lighting by changing the lighting to vertex, or multi-pass/multi-texture lighting if you don't like the current lighting. Then just resolve and rehide anything that you need to.

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