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Subject: Tutorial on how to properly do the light solve and keep alph

Posted by [Anonymous](#) on Thu, 19 Dec 2002 13:45:00 GMT

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After you've exported your map, I'm sure you've had issues with doing the light solve. Fixing it is rather simple, and does not involve punching out anything with the Havoc character in-game. Use the Instances tab and go from the main selection to the Terrain instances. Select your terrain preset and enter it. You should see a list of every mesh used in the map. At this point, you will search for the alpha enabled meshes and hide them from the Lightscape solution. Each checkmark next to the instances is a visual indicator of the mesh appearing in the editor. Uncheck the mark if you wish for it to disappear. Select every mesh that is alpha enabled, at this point. MNATR^GLS1, etc... Then hide them by unchecking them. If you have any sort of transparent water in your map, or any water to begin with, uncheck them. Do the Lightscape solve. Check the meshes off again. The alpha channels are preserved and you are able to continue. If you do the Lightscape solution before unchecking the meshes, you will have to re-export the terrain from Max before attempting to do so again. The alpha channels will be eliminated until you re-export. There you go, that's the most simple and effective way of preserving alpha channeled materials and meshes in your maps or models.

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Subject: Tutorial on how to properly do the light solve and keep alph

Posted by [Anonymous](#) on Thu, 19 Dec 2002 13:56:00 GMT

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This is not a flame. This is what I expect from a mapmaker in a leadership role. Even though I don't make maps, this is very helpful for those getting started or those that are in need for some guidance. Very productive post ACK. Thanks.

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Subject: Tutorial on how to properly do the light solve and keep alph

Posted by [Anonymous](#) on Thu, 19 Dec 2002 14:57:00 GMT

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Subject: Tutorial on how to properly do the light solve and keep alph

Posted by [Anonymous](#) on Thu, 19 Dec 2002 17:11:00 GMT

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Thanks ACK! this helps me alot.

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Subject: Tutorial on how to properly do the light solve and keep alph

Posted by [Anonymous](#) on Thu, 19 Dec 2002 17:16:00 GMT

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im not aware of a/the problem. explain it please.

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Subject: Tutorial on how to properly do the light solve and keep alph  
Posted by [Anonymous](#) on Thu, 19 Dec 2002 19:09:00 GMT  
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Ohhhhh, that explains alot. Thanks ACK.

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Subject: Tutorial on how to properly do the light solve and keep alph  
Posted by [Anonymous](#) on Thu, 19 Dec 2002 23:04:00 GMT  
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Subject: Tutorial on how to properly do the light solve and keep alph  
Posted by [Anonymous](#) on Fri, 20 Dec 2002 09:43:00 GMT  
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It works!! Thank you

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Subject: Tutorial on how to properly do the light solve and keep alph  
Posted by [Anonymous](#) on Fri, 20 Dec 2002 11:46:00 GMT  
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AWESOME POST!!  
!!It is this type of post that WILL make the gaming  
community better.Thank you.

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Subject: Tutorial on how to properly do the light solve and keep alph  
Posted by [Anonymous](#) on Fri, 20 Dec 2002 16:40:00 GMT  
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Subject: Tutorial on how to properly do the light solve and keep alph  
Posted by [Anonymous](#) on Sat, 21 Dec 2002 07:11:00 GMT  
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you can also inculde the alpha channel in the tga with DXTBmp that's easier i think

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Subject: Tutorial on how to properly do the light solve and keep alph  
Posted by [Anonymous](#) on Sat, 21 Dec 2002 11:47:00 GMT  
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Doesn't matter, sometimes the Lightscape solution totally erases the alpha information no matter what you do with the alpha channel.

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