
Subject: Tongue
Posted by [LR01](#) on Sun, 27 Aug 2006 09:46:35 GMT
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Does this look like a tongue to you?

Subject: Re: Tongue
Posted by [Cat998](#) on Sun, 27 Aug 2006 11:37:58 GMT
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no

Subject: Re: Tongue
Posted by [Nightma12](#) on Sun, 27 Aug 2006 11:57:40 GMT
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nice ramp

Subject: Re: Tongue
Posted by [Zion](#) on Sun, 27 Aug 2006 12:37:26 GMT
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No.

Make the tip more pointy/less flat.

Subject: Re: Tongue
Posted by [LR01](#) on Sun, 27 Aug 2006 13:11:33 GMT
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Did you know, when this is in the renegade engi, it looks way worse

Subject: Re: Tongue
Posted by [LR01](#) on Sun, 27 Aug 2006 14:57:40 GMT
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How do I get that nasty transition away?

Subject: Re: Tongue
Posted by [JeepRubi](#) on Sun, 27 Aug 2006 19:34:41 GMT
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Compute vertex solve, i think its under the lighting tool bar list thinger watchamicalat. You know

Subject: Re: Tongue
Posted by [LR01](#) on Mon, 28 Aug 2006 07:22:08 GMT
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before:

after:

Subject: Re: Tongue
Posted by [JeepRubi](#) on Mon, 28 Aug 2006 13:47:07 GMT
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Turn off v alpa on the surrounding cliff texture, if it has no blends v alpa is doing nothing good.

Subject: Re: Tongue
Posted by [LR01](#) on Mon, 28 Aug 2006 16:10:12 GMT
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V Alfa doesn't matter much, are there any tricks to do this?

Subject: Re: Tongue
Posted by [YSLMuffins](#) on Mon, 28 Aug 2006 22:48:49 GMT
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Select the two meshes together and apply one UVW Coordinates modifier to them. It should help, but may not be perfect.

Subject: Re: Tongue
Posted by [LR01](#) on Tue, 29 Aug 2006 16:52:41 GMT
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I figured it out,
its the lighting,
because the cliffs are darker lighted then the ground,
the renegade engine lights the whole plane, so 2 deferent plans means 2 different lichttypes,
and where you saw that transition there where the planes spited,
you get my point?

(w00t, I need to use the "Spell-check Message" button a lot)

Subject: Re: Tongue
Posted by [JeepRubi](#) on Thu, 31 Aug 2006 22:32:26 GMT
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Yes, thats why i said use compute vertex solve, but check the box "check occlusion", that should fix it and even give your terrain some sort of shadows!

Subject: Re: Tongue
Posted by [LR01](#) on Fri, 01 Sep 2006 15:39:26 GMT
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srry, but that doesn't fix it, the lighting needs to be wither

(well, it didn't fix it for me)
