Subject: Blending prob...
Posted by Anonymous on Thu, 09 Jan 2003 19:32:00 GMT
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Ok, here is the problem:http://www.n00bstories.com/image.fetch.php?id=1489780751How do I fix?

Subject: Blending prob...
Posted by Anonymous on Thu, 09 Jan 2003 19:34:00 GMT
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Oh and I tried the lightsolve stuff, but usually screws up all my linear offsets and stuff, screws em up good.

Subject: Blending prob...
Posted by Anonymous on Thu, 09 Jan 2003 20:21:00 GMT
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Lightslove(I didn't intend to post this, dam computer...) [January 09, 2003, 20:39: Message edited by: Cpo64]

Subject: Blending prob...
Posted by Anonymous on Thu, 09 Jan 2003 20:23:00 GMT
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Subject: Blending prob...
Posted by Anonymous on Thu, 09 Jan 2003 20:47:00 GMT
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Make sure those vertices on the edges are completely white. Lightsolve shouldn't cause problems with linear offset, the only problem it should make for you is around places where the terrain overlaps itself and when you change the opacity value in the material editor. Lightsolve is necessary to make your map look good.

Subject: Blending prob...
Posted by Anonymous on Fri, 10 Jan 2003 13:37:00 GMT
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Adjust the emissive property on the two meshs' material, and make sure it's something other than black (maybe a dark grey)--the lightsolve should not mess it up.Or you could tweak your sunlight settings; perhaps rotate and change the angle of the sun or change its color.