
Subject: Light tex

Posted by [Anonymous](#) on Mon, 27 Jan 2003 15:40:00 GMT

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I forgot how to do this, I had it written down but cant seem to locate that.I need to make a mesh or plane seem to glow like a lightbulb. help?

Subject: Light tex

Posted by [Anonymous](#) on Mon, 27 Jan 2003 17:29:00 GMT

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Modify the emissive light settings in the material editor.

Subject: Light tex

Posted by [Anonymous](#) on Mon, 27 Jan 2003 19:44:00 GMT

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i tink it werk'ed

Subject: Light tex

Posted by [Anonymous](#) on Mon, 27 Jan 2003 21:30:00 GMT

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Really cool map halo

"Keep em comming"

Subject: Light tex

Posted by [Anonymous](#) on Tue, 28 Jan 2003 18:51:00 GMT

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???

Subject: Light tex

Posted by [Anonymous](#) on Wed, 29 Jan 2003 05:25:00 GMT

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What the....why is that post in here?!?!?!
