
Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 13:52:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there a lighting tut out there somewhere?? I want to use lighting like Ack did in the tunnels in GLacier flying, you know, so like there will be a lamp post and the light will shine on to the ground. (Not dazzles) I know that you make it in level edit and modify it, but what do i select and stuff?

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

you set them up in commando -- look at the field level -- in commandosee all those pointy star things - (their called Lightscape imported objects) (commando - presets - light - Lightscape Imported) double click on one - you will see settings you can do.you just change the settings to make them look like what you want.You can make them do about anything you want - rotate them - etc...I think there is a tutorial -- but i cant remember where i saw it.But - since you can look at all the levels in commando - just re-use the settings you see on their lights - and your in like flynn... [January 29, 2003, 14:02: Message edited by: StoneRook]

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah there are tutorials on how to do this, but you explained it pretty well. Most of my basic knowlage came from Dante's Renhelp. I recommend using it because it has loads of tutorials and most of the questions you might need to ask on the forum are answered in it. It's basically a collection of tutorials from people. I would recommend you finding it if you need any futher help because i found it very helpful. [January 29, 2003, 14:08: Message edited by: General Havoc]

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 14:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the help, but REnHelp does not tell me how to make spotlights and things. WHat settings do i need for that?

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 16:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by maytridy:Thanks for the help, but REnHelp does not tell me how to

make spotlights and things. What settings do i need for that?again - spot lights are the same as the street lamps on field - it's just a matter of the settings - look at them...:>

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 16:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I did, and i made an exact replica and inserted it into my level, but it doesnt do anything.....The is no light. What do i do?

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 16:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by maytridy:I did, and i made an exact replica and inserted it into my level, but it doesnt do anything.....The is no light. What do i do?did you run light solve?

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 17:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uhhh...I don't think so...What is it and how do i do it? (If it's long, is there a tut?) [January 29, 2003, 17:04: Message edited by: maytridy]

Subject: Lighting

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

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by maytridy:Uhhh...I don't think so...What is it and how do i do it? (If it's long, is there a tut?)in commando -- look under the "lighting" menu item -- compute vertex solve

Subject: Lighting

Posted by [Anonymous](#) on Wed, 29 Jan 2003 17:44:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks, but when i do that, some things dissappear and everything gets really screwed up. What do i do?

Subject: Lighting

Posted by [Anonymous](#) on Thu, 30 Jan 2003 05:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by maytridy:Thanks, but when i do that, some things dissapear and everything gets really screwed up. What do i do?eh? -- never had that happen?Don't know -- maybe someone else will jump on this?

Subject: Lighting

Posted by [Anonymous](#) on Thu, 30 Jan 2003 18:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

after placing your lights around, you can use the default lighting "Lightscape Imported" but make Temps and then setting their colors to what you want them to be. Click on "Lighting" then click on "Compute Vertex solve"then check the box "check Occulsion" then click "OK"
