
Subject: Shadows

Posted by [Bulldawg](#) on Tue, 20 Nov 2007 17:16:10 GMT

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As you all know on maps like hourglass for example the buildings cast shadows from the buildings and such. I was wondering if there was a way to basically disable the sun so it looks like the maps are covered by a big shadow.

Subject: Re: Shadows

Posted by [Zion](#) on Tue, 20 Nov 2007 19:40:06 GMT

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There is, but not without editing the mesh.

Basicly, what you have to do is surround the whole map in a large box, disable all collisions.

Export as w3d and import into LE, then vertex solve.

Oblivion knows more on this as part of it was in his map making tutorial. Ask him, as i don't exactly believe that the above statement is true (even though i said it). I know it includes blocking the sun from the map, but don't know the details.

Subject: Re: Shadows

Posted by [Oblivion165](#) on Tue, 20 Nov 2007 22:45:21 GMT

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Mero has the right idea but here is the tutorial i made for it:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=14>

I refer to this idea as VIS Blocker.

Subject: Re: Shadows

Posted by [Bulldawg](#) on Tue, 20 Nov 2007 23:05:00 GMT

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so lets say i follow the tutorial and i did this on hourglass. would i just open hourglass.mix? what files should i be looking for?

Subject: Re: Shadows

Posted by [Oblivion165](#) on Tue, 20 Nov 2007 23:16:13 GMT

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For that you need to get the source .lvl from the westwood ftp:

<ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip>

Open RenX/Max 8 and create a box using the VIS Blocker idea. Don't hide this box and make it double sided so you will be able to see it.

In LE, place the box as terrain and adjust its size accordingly. When the right size is found you can then hide the box, also to make sure nothing gets through you can also clone the box and make it enclose your original VIS Blocker.

Subject: Re: Shadows

Posted by [nopol10](#) on Wed, 21 Nov 2007 02:03:06 GMT

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There's another way to cast shadows forcefully onto terrain. Create a box or object that hangs over the whole map and in the W3D Tools check Hide and Shadow. The box will then cast a shadow.

I think that doing this on Hourglass would not work as the shadows that the buildings cast are "baked" onto the texture (ie. lightmap) so the shadows will still be there.

Subject: Re: Shadows

Posted by [Bulldawg](#) on Wed, 21 Nov 2007 04:52:46 GMT

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Oblivion165 wrote on Tue, 20 November 2007 18:16 For that you need to get the source .lvl from the westwood ftp:

<ftp://ftp.westwood.com/pub/renegade/tools/Multiplayerlevels.zip>

Open RenX/Max 8 and create a box using the VIS Blocker idea. Don't hide this box and make it double sided so you will be able to see it.

In LE, place the box as terrain and adjust its size accordingly. When the right size is found you can then hide the box, also to make sure nothing gets through you can also clone the box and make it enclose your original VIS Blocker.

i tried to start my renx and it started gmax and i dont have a serial to completely install it. on top of that id have a hard time following you directions since iv never use the program before.

is there anyway u could do it for me for walls flying, complex, hourglass, canyon, islands, mesa, and volcano. assuming it doesnt take long.

Subject: Re: Shadows
Posted by [nopol10](#) on Wed, 21 Nov 2007 08:40:53 GMT
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Go here to register gmax:
<http://www.turbosquid.com/registergmax/>

Subject: Re: Shadows
Posted by [Bulldawg](#) on Wed, 21 Nov 2007 16:48:49 GMT
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k got it to work but now it wont let me open to map file in gmax. iv never used gmax before, could someone walk me through what i need to do.

apprently file>open isnt the way to go. Oo

Subject: Re: Shadows
Posted by [Jerad2142](#) on Wed, 21 Nov 2007 18:10:02 GMT
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nopol10 wrote on Tue, 20 November 2007 19:03There's another way to cast shadows forcefully onto terrain. Create a box or object that hangs over the whole map and in the W3D Tools check Hide and Shadow. The box will then cast a shadow.

You could also just turn off the sun

Subject: Re: Shadows
Posted by [Bulldawg](#) on Thu, 22 Nov 2007 03:26:10 GMT
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Jerad Gray wrote on Wed, 21 November 2007 13:10nopol10 wrote on Tue, 20 November 2007 19:03There's another way to cast shadows forcefully onto terrain. Create a box or object that hangs over the whole map and in the W3D Tools check Hide and Shadow. The box will then cast a shadow.

You could also just turn off the sun

how would i do that?

Subject: Re: Shadows
Posted by [Veyrdite](#) on Sun, 25 Nov 2007 06:46:48 GMT

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Lighting->Sun settings
Set its strength to minimum

Something along the lines of that
