
Subject: Map has too bright snow on it when I edit it
Posted by [iRANian](#) on Fri, 21 Oct 2011 11:42:51 GMT
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I'm editing Snow.mix so the Arty does less screenshake and less splash, it's working correctly except that the snow is too bright. This happens both with the Snow.mix source file posted on game-maps and by using LevelRedit. I'm not experienced with LevelEdit so this is probably easy to fix.

Subject: Re: Map has too bright snow on it when I edit it
Posted by [Reaver11](#) on Fri, 21 Oct 2011 12:41:48 GMT
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Check out the lightning tab in Leveleditor on the top bar.

You can adjust your light settings in:
Edit sun light and ambient light try adjusting the intensity of the light.

After adjusting your setting use 'Compute Vertex Solve' to show the end result of your adjustment (Also located in the lightning tab)

Hope this helps.

Subject: Re: Map has too bright snow on it when I edit it
Posted by [iRANian](#) on Fri, 21 Oct 2011 14:02:41 GMT
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That works thanks, do you have any idea how to change the terrain or the name of the terrain (the .w3d file for it)? When I try to add the renamed .w3d as terrain as the m_ModelName for the new terrain preset I created under the Terrain dropdown, LevelEdit doesn't show the file location I selected in the file select dialog.

Subject: Re: Map has too bright snow on it when I edit it
Posted by [Aircraftkiller](#) on Fri, 21 Oct 2011 20:37:51 GMT
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You probably didn't calculate the lighting solution. Lighting > Compute Vertex Solve. That should fix it.

Subject: Re: Map has too bright snow on it when I edit it
Posted by [iRANian](#) on Fri, 21 Oct 2011 20:42:39 GMT
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It did, thanks.
