Subject: Edges Cause Lighting Problems
Posted by Sanada78 on Sat, 17 May 2003 23:50:20 GMT
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When I lost my map due to a corruption I got it back through the W3D Importer. Now I have it back, I noticed that the edge line on objects appears when it didn't before. I can't post a pic as n00bstories picture service is still down but when lighting is applied to the map, I get this effect when one side of the edge is darker/lighter than the one on the other side. This would mean when your in-game you'll see one side of the edge lighter than the other which looks crap.[/img]

Subject: Edges Cause Lighting Problems
Posted by Captkurt on Sun, 18 May 2003 00:28:42 GMT
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Is this after running your Vis Stuff?

Subject: Edges Cause Lighting Problems
Posted by Sanada78 on Sun, 18 May 2003 00:34:40 GMT
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No, VIS hasn't been applyed yet.

Subject: Edges Cause Lighting Problems
Posted by JRPereira on Sun, 18 May 2003 00:47:10 GMT
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try the smooth modifier, and make sure you check that auto smooth or whatever option in the options for the modifier.

Subject: Edges Cause Lighting Problems
Posted by Captkurt on Sun, 18 May 2003 00:50:50 GMT
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Is this in Level Edit, or what?

Subject: Edges Cause Lighting Problems
Posted by Sanada78 on Sun, 18 May 2003 00:57:06 GMT
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This is in GMax, It's hard to explain without the pictures showing my problem.

Subject: Edges Cause Lighting Problems
Posted by Captkurt on Sun, 18 May 2003 01:02:18 GMT
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Hmmmm! Sorry, I don't really know what the fix would be,

Subject: Edges Cause Lighting Problems
Posted by JRPereira on Sun, 18 May 2003 01:02:34 GMT
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again, i think you should try the smooth modifier - in gmax/renx

hopefully it'll smooth out the surface normals and the lighting will be much smoother and better looking. I have some places in haunted house v2 that really benefit from it.

Subject: Edges Cause Lighting Problems
Posted by Sanada78 on Sun, 18 May 2003 01:34:10 GMT
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Thanks, smoothing has solved the problem.

Subject: Edges Cause Lighting Problems
Posted by Dante on Mon, 19 May 2003 01:48:31 GMT
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another way...

Compute Vertex Solve from the lighting menu

Subject: Edges Cause Lighting Problems
Posted by Sanada78 on Wed, 21 May 2003 18:10:35 GMT
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Danteanother way...

Compute Vertex Solve from the lighting menu

How do I do that? Is it done in RenX or Renegade Editor?

Subject: Edges Cause Lighting Problems
Posted by General Havoc on Wed, 21 May 2003 18:40:37 GMT
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Level Edit, Lighting > Compute Vertex Solve

_General Havoc

Subject: Edges Cause Lighting Problems
Posted by JRPereira on Wed, 21 May 2003 18:42:17 GMT
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For me the vertex solve often still needs the mesh to have the smooth modifier for smoother
lighting.