
Subject: Renegade: Lights

Posted by [TheatreRaptor](#) on Fri, 30 May 2003 12:59:36 GMT

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Um, How do you make lights for Renegade. I am making a level, it is for inf only battles. It has no visible or reachable buildings and is completely indoors in a two level place. Eventually I plan to make this much larger but I need to get a single finished level first. Anywho, everyone tells me that you can't make lights in RenX. They say to go to lights in commando and edit the options. I dont understand what the options are and I sometimes get a blah blah blah was slow error. Can anyone:

[list=1][*]Explain how to edit a light and make it workable.

[*]Explain how to get rid of the blah blah blah was slow error. (This is in the label at the bottom of commando.)[/list:o]

Thank you much.

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Posted by [maytridy](#) on Fri, 30 May 2003 13:28:38 GMT

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Load C&C_Field in commando and copy the light settings. Then just make your own lights with the same setting and edit them to your taste.

Subject: Renegade: Lights

Posted by [TheatreRaptor](#) on Fri, 30 May 2003 14:31:44 GMT

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maytridyLoad C&C_Field in commando and copy the light settings. Then just make your own lights with the same setting and edit them to your taste.What do the different options do? I can't edit the options if i don't understand what I am editing. (I.E. What does inner radius mean?

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Posted by [maytridy](#) on Fri, 30 May 2003 18:44:59 GMT

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I personally don't know, but change the settings and see what happens.

That's what i do.
