Subject: Compute Vertex Solve
Posted by CnCsoldier08 on Wed, 17 Mar 2004 00:09:40 GMT
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When I try to do Compute Vertex Solve on my map, it turns the water a brite brite glossy white.
How do I stop this from happening?

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Subject: Compute Vertex Solve
Posted by Aircraftkiller on Wed, 17 Mar 2004 00:17:48 GMT
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Open LevelEdit (Or LevelEdit_RA, as it may be). Open the level file, pull down the lighting menu,
change the lighting to vertex color, then back to multi-texture lightmaps. This clears the lighting
data.

Go to the instances tab, roll out terrain, open your preset terrain and uncheck the mesh in
question. Run the vertex solve and it should not affect the mesh.

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Subject: Compute Vertex Solve
Posted by CnCsoldier08 on Wed, 17 Mar 2004 15:07:36 GMT
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Wait. I thought you said a long time ago that the lighting was supposed to be Vertex Color.

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Subject: Compute Vertex Solve
Posted by Cpo64 on Wed, 17 Mar 2004 16:53:38 GMT
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yes, didn't you read what he said? change it to the other one, then back again, clearing the light
data.

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Subject: Compute Vertex Solve
Posted by CnCsoldier08 on Wed, 17 Mar 2004 20:45:57 GMT
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Yes, did you? He said change it to Vertex Color, then BACK to multi-pass.

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