Subject: Re: Another texture problem grrrr
Posted by R315r4z0r on Tue, 10 Oct 2006 19:20:52 GMT
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...or maybe he just didn't check "valpha" in the collision settings...

and if you did, then simply in level edit, click on "Lighting" on the top, then click "Compute Vertex Solve" then in that click "Check Occlusion"

then sit back for a few seconds.