Subject: Re: Adding colored lights in RenX to a building
Posted by Di3HardNL on Wed, 16 Apr 2008 17:43:41 GMT
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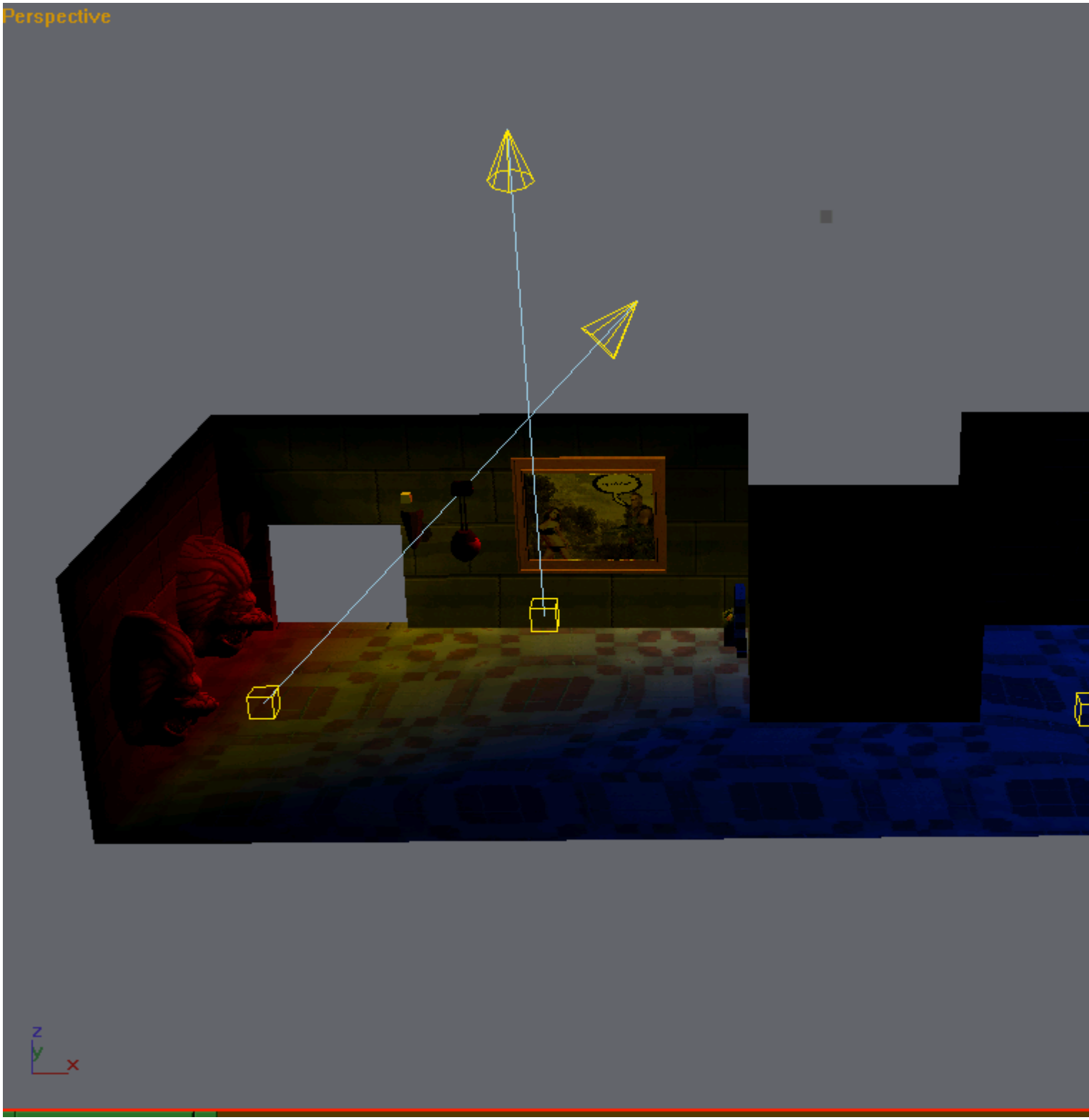
lol, like someone that models in renx doesn't know that he has to put w3d in his data to make it work

Check my screenshots. 1 in RenX how i want it to look. and then after i save it the second SS is the effect. You can see the different lights aren't there. I made Target Spot lights (Create-> lights -> target spotlight)

I also tried to import lights from the original REF interrior, but if i change that lights nothing happends either.

File Attachments

1) Screenshot1.PNG, downloaded 229 times



2) Screenshot2.PNG, downloaded 233 times

FPS = 37, KBPS
Team Score
1 GDI 0
0 Nod 0
Player Score
1. Di 3HardNL 0
I got A boner!
SW
EVA
100
100
Credits: 100097
Time Remaining: 00:29:10
000