Subject: Re: Guide to new lighting features in 4.0RC1
Posted by Jerad2142 on Mon, 03 Sep 2012 20:17:25 GMT
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Once again, I say all you had to do to fix that "Bug" was use scale instead of add. Add worked exactly how it was supposed to, it added the texture right to the brightness of the other material.

Last thing I want to do is go through and move all the times I used a Detail Color Add Texture to a completely different pass with white emissive because people never figured out they what they really wanted to use was Detail Color Scale instead for anything that you wanted to add another layer onto.

Detail Color Add works great for things that you want to glow in the dark and be on one pass. For instance, the buttons on a control panel, instead of doing it with two passes you can do it with one by giving the detail color an add.

In the end people should have been using "Detail Color: Scale" all along for their water, as it allows the water to take on shadows and otherwise mimics the effect of hiding it during light gen.