Subject: Re: Guide to new lighting features in 4.0RC1
Posted by Mauler on Tue, 04 Sep 2012 02:31:59 GMT
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After more testing of the tools, here are some issues i had run into while making a test map

- You need to export your map (terrain) and any exterior models that have alternate materials into 2 w3d files, one containing the "dead" materials and one containing the "normal" materials.. and use altmat.exe to output one w3d that contains the alternate materials and map terrain

- You cannot proxy alt material w3d's, causes things to go wacky, hence why you need to export map and buildings (exteriors) together..

my opinion on the process, it is rather extensive work just for the buildings to function properly.. but worth it.

Here is my test map video

You can try for yourself too! added a rar file containing the map. To test just host a lan and turn off base destruction to win

File Attachments
1) C&C_Hand_Test.rar, downloaded 236 times