Subject: Re: Guide to new lighting features in 4.0RC1
Posted by saberhawk on Fri, 30 Nov 2012 06:25:24 GMT
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generalcamo wrote on Thu, 29 November 2012 12:41I can no longer get very bright transparent meshes with this on, by just using Add and a texture.

The way you are supposed to set up emissive materials (aka bright glowy things not affected by lighting) is by setting the Emissive color to white and the Diffuse/Specular colors to black and not relying on a bug in precomputed lighting.