Subject: Re: Vertex solve question
Posted by Mauler on Tue, 10 Feb 2015 07:42:24 GMT

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I'm no expert but it seems to affect the way the level lighting is processed on the mesh.. Having no occlusion can result in odd lighting and light bleeding.. Having occulsion renders the lighting and is more uniform and mostly fixes up the issues I stated above...

Again I'm no expert and if anyone else has more info please correct me...besides that I always build my level lighting with occulsion enabled..