Subject: Tunnels
Posted by JeepRubi on Sun, 18 Dec 2005 01:01:34 GMT
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How would i make tunnels dark?

Subject: Re: Tunnels
Posted by SuperFlyingEngi on Sun, 18 Dec 2005 04:49:10 GMT
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By wearing sunglasses.

Or, if you want a non-sarcastic answer...

You could tape dark paper to your screen.

Subject: Re: Tunnels
Posted by YSLMuffins on Sun, 18 Dec 2005 04:59:11 GMT
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What do you mean by making the tunnels dark? You could try computing the Vertex solve if you're looking for that kind of dark. But I wouldn't recommend making them so dark that you can't see where you're going.

Subject: Re: Tunnels
Posted by Titan1x77 on Sun, 18 Dec 2005 06:15:39 GMT
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change the ambient light darker in LE before you compute vertex solve....if outside is to dark, try adding some lights around the map.

Subject: Re: Tunnels
Posted by JeepRubi on Sun, 18 Dec 2005 14:12:47 GMT
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Thanks titan. Thats the type of dark i needed.