Subject: why dose this always happen
Posted by cpjok on Fri, 30 Nov 2007 23:57:18 GMT

when i open and start makeing map in LE i looks like this File Name THEN

And Then When I Reopen It To Do edit It Turns To This Same As It Dose If I Export To Renegade Again file name NOW

File Attachments
1) now.JPG, downloaded 519 times

2) then.JPG, downloaded 505 times

Subject: Re: why dose this always happen
Posted by cpjok on Fri, 30 Nov 2007 23:58:09 GMT

Now.jpg Is What It Is Now And Then.jpg Is What It Ment To Be Befre I Edited And Exported Again

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Subject: Re: why dose this always happen
Posted by Jerad2142 on Sat, 01 Dec 2007 00:22:44 GMT

You need to generate vertex lighting.

Subject: Re: why dose this always happen
Posted by cpjok on Sat, 01 Dec 2007 04:20:55 GMT

So If I Generate Vertex Light On LE Will All The Texture Work Again

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Subject: Re: why dose this always happen
Posted by cpjok on Sat, 01 Dec 2007 04:56:00 GMT

thanx for help it worked but it removed my alpha blend so theres no mountain terrian

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Subject: Re: why dose this always happen
Posted by Jerad2142 on Sat, 01 Dec 2007 17:47:45 GMT

hmmmmm.....

Well that a bit harder to think of what would be causing that, pictures please (before and after light generation, also use alpha test as well).

Subject: I Have Another Question
Posted by cpjok on Sat, 01 Dec 2007 22:32:04 GMT

Ok I Edited This Topic Like I Got Told To Not Make New Thread As It Is Spamming

So How Do I Set Somet To Trigger A Wall The Gose When Someon Walks Up To It with Keycard

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