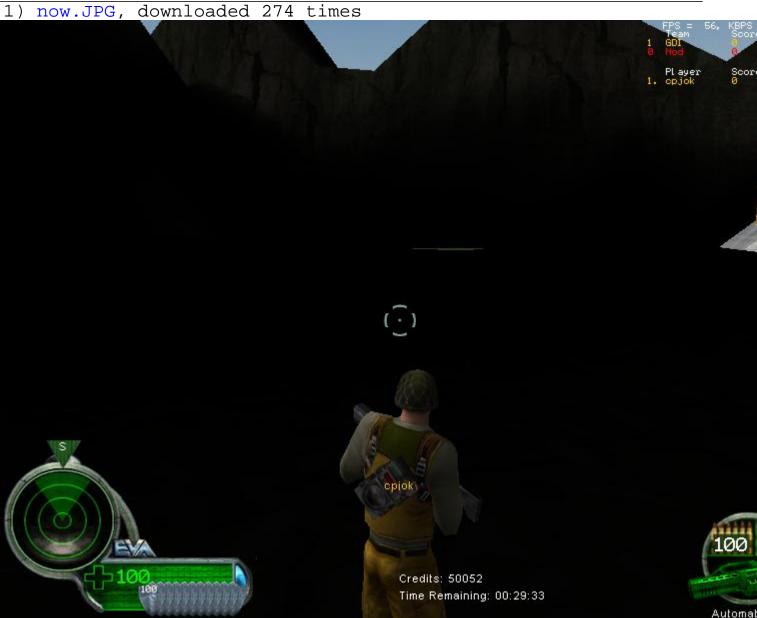
Subject: why dose this always happen Posted by cpjok on Fri, 30 Nov 2007 23:57:18 GMT View Forum Message <> Reply to Message

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



## 2) then.JPG, downloaded 265 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

Subject: Re: why dose this always happen Posted by Jerad2142 on Sat, 01 Dec 2007 00:22:44 GMT View Forum Message <> Reply to Message

You need to generate vertex lighting.

Subject: Re: why dose this always happen Posted by cpick on Sat, 01 Dec 2007 04:20:55 GMT View Forum Message <> Reply to Message

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

Subject: Re: why dose this always happen Posted by cpick on Sat. 01 Dec 2007 04:56:00 GMT View Forum Message <> Reply to Message

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

Subject: Re: why dose this always happen Posted by Jerad2142 on Sat. 01 Dec 2007 17:47:45 GMT View Forum Message <> Reply to Message

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 cpick on Sat. 01 Dec 2007 22:32:04 GMT View Forum Message <> Reply to Message

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