
Subject: Adding colored lights in RenX to a building
Posted by [Di3HardNL](#) **on** Tue, 15 Apr 2008 19:49:25 GMT
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Hey, I am redoing original building interiors from C%C Maps, with different textures and adding some stuff to it in RenX.
But when i add some lights to it in RenX it won't come back in renegade.
I know how to do it in LevelEdit, but then its not possible to use it client side in a internet game anymore so that is not an option.

So I need to know how I can add lights in RenX which actually come back in game play

Subject: Re: Adding colored lights in RenX to a building
Posted by [Gen_Blacky](#) **on** Tue, 15 Apr 2008 22:23:28 GMT
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what you mean come back ?

Subject: Re: Adding colored lights in RenX to a building
Posted by [Di3HardNL](#) **on** Wed, 16 Apr 2008 11:53:46 GMT
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well for example if i add a dark light in renx, so the walls look darker.

But in renegade you wont see the darker walls

Subject: Re: Adding colored lights in RenX to a building
Posted by [CarrierII](#) **on** Wed, 16 Apr 2008 14:13:24 GMT
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You did put the models in your data folder, right?
(We'll start in the obvious places)

Subject: Re: Adding colored lights in RenX to a building
Posted by [Di3HardNL](#) **on** Wed, 16 Apr 2008 17:43:41 GMT
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lol, like someone that models in renx doesn't know that he has to put w3d in his data to make it work

Check my screenshots. 1 in RenX how i want it to look. and then after i save it the second SS is

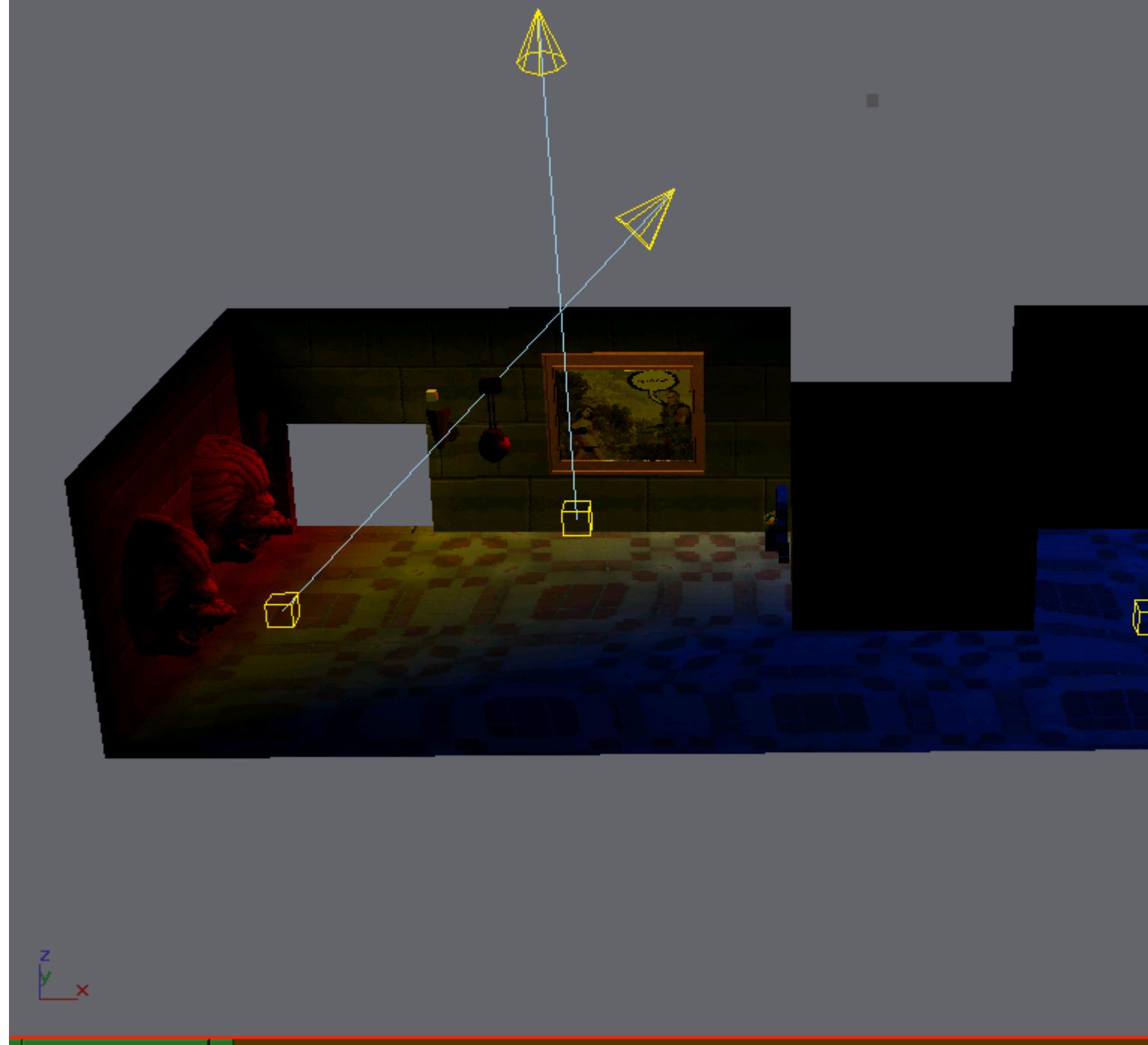
the effect. You can see the different lights aren't there. I made Target Spot lights (Create-> lights -> target spotlight)

I also tried to import lights from the original REF interior, but if i change that lights nothing happens either.

File Attachments

- 1) [Screenshot1.PNG](#), downloaded 228 times

Perspective



2) [Screenshot2.PNG](#), downloaded 232 times



Subject: Re: Adding colored lights in RenX to a building
Posted by [Oblivion165](#) on Wed, 16 Apr 2008 18:29:47 GMT
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Lights in Gmax do not get imported into Level Edit.

Subject: Re: Adding colored lights in RenX to a building
Posted by [Di3HardNL](#) on Wed, 16 Apr 2008 19:01:04 GMT
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I dont want to import them in leveledit.

Subject: Re: Adding colored lights in RenX to a building
Posted by [Oblivion165](#) on Wed, 16 Apr 2008 20:09:23 GMT

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Well that's what you're trying to do, those lights cast shadows in RenX but that same light data does not get saved in a w3d.

Meaning when you put the model in LE, there are no lights from RenX in the model and the only lighting data applied to the model is what's already in LE.

Subject: Re: Adding colored lights in RenX to a building
Posted by [Jerad2142](#) on Wed, 16 Apr 2008 21:50:25 GMT

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Renegade only does lighting per vertex, so the more vertexes your object has the more realistic you can make the lighting be, and the more laggy the game can play
