Subject: Configuring Lighting In level Edit
Posted by Sanada78 on Tue, 14 Oct 2003 19:25:18 GMT
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I'm trying to get all the light sorted out in my map. I've done "Compute Vertex Light" or whatever it's called (not at my PC) to create the correct lighting. Now I'm putting in some light sources (the Omni ones I think that are in the Level Edit presets under "Light") for overhead lights, Tiberium glow, etc. I find that when I place one and set it up how I want (which I still don't really know how to do) and compute the lighting, I find that on many occassions, it never does anything unless I use the default settings that are already in place. However, if I change back to say "Multi-Pass Lighting" they work but everything else losses it's prevouis light state.

Basically, all I need is a tutorial on how to do the lighting properly if anyone knows of one. I can't remember if the "How to..." that comes with the Level Edit tools had a tutorial, but I don't think it went into great depth. I'll have a look again when I get back but any other tutorial will be great to help me.

Subject: Configuring Lighting In level Edit
Posted by Cpo64 on Tue, 14 Oct 2003 21:07:38 GMT
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While on the topic of lighting, could someone explane the other types of light other then the omni one, like the spot light and such? Do thoes even work?

Subject: Configuring Lighting In level Edit
Posted by Aircraftkiller on Tue, 14 Oct 2003 21:26:13 GMT
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If you use them properly, yes, they function quite well.

DMCenter is an example of a spotlight, notice how the light shines only on the ground, nowhere else.

Subject: Configuring Lighting In level Edit
Posted by Cpo64 on Wed, 15 Oct 2003 00:02:04 GMT
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I guess you are going to tell me to spend the time and figure it out my self?

Subject: Configuring Lighting In level Edit
Posted by OrcaPilot26 on Wed, 15 Oct 2003 00:21:52 GMT
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I got spotlights to work correctly in leveledit, you need to set the m_light_Type to spotlight, and the spot angle is the angle the light will shine at,

sphere.

Subject: Configuring Lighting In level Edit
Posted by Cpo64 on Wed, 15 Oct 2003 00:27:22 GMT
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how does the directional angle work?

Subject: Configuring Lighting In level Edit
Posted by Sanada78 on Wed, 15 Oct 2003 14:17:55 GMT
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I might try spotlights instead then, maybe they'll generate a much better effect than Omni light.

Also, I noticed that the light can be configured in GMax by creating light objects, just like in Level Edit. Only problem is, I haven't got them to work or know how to correctly configure them as the setting options are all different. I noticed in Westwood levels, the Onmi lights around the map can't be moved because it's been done through GMax. I tested it with the Hourglass map that Westwood provided. I exported it and opened it in Level Edit. At first, no Omni lights had appeared. I looked in the presets and found that the Hourglass map terrian model had a light file that goes with it, "hourglass.wlt" I think it is. I loaded it and the Omni lights appeared. I found that you can save light files but when I tried it, no file is created so basically it never saved.

Subject: Configuring Lighting In level Edit
Posted by gendres on Wed, 15 Oct 2003 14:23:52 GMT
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Westwood's lighting was done with Lightscape, that's why it is so cool

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Subject: Configuring Lighting In level Edit
Posted by Sanada78 on Wed, 15 Oct 2003 14:35:02 GMT
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gendresWestwood's lighting was done with Lightscape, that's why it is so cool

Is that some professional that they may have used or is it something that is implemented into Level Edit/GMax?