**Subject: The Three Types of Lighting in Level Edit**
Posted by --oo00o00oo-- on Sun, 15 Feb 2004 08:16:53 GMT
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i have used a few light here and there before on a few of my maps but never really got in depth with it. now on my latest map i started to really look into it and mess around with the option. there are 3 types a lighting techniques (i guess u would call them): vertex, multi-pass, and mutli-texture. i toggled between all the and check the "check for occulision box" and all 3 seemed to have pretty much the same outcome. so what is the difference between these 3 techniques? which is most prefered?

**Subject: The Three Types of Lighting in Level Edit**
Posted by Cpo64 on Sun, 15 Feb 2004 09:37:20 GMT
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I beleve it has to do with the way your vid card renders things,

**Subject: The Three Types of Lighting in Level Edit**
Posted by Aircraftkiller on Sun, 15 Feb 2004 18:31:54 GMT
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Vertex Lighting is all we can use.

Multi-Pass and Multi-Texture lighting are both the same thing, in essence, emissive lightmaps applied to the terrain through the W3D file of an object\level\etc.

If you choose Vertex Lighting, the lightmapping inside the structures will disappear until you choose Multi-Pass or Multi-Texture.