
Subject: A question about lights

Posted by [roszek](#) on Fri, 11 Nov 2011 22:03:50 GMT

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I have been remaking one of my old maps, I had redid the bridge and added some lights but I can't seem to get them to look natural. I also want to add same type lights to a lift I made which is to carry inf across a tib waste ditch thingy.

I would appreciate any suggestions/tips.

I'll include screen shots so you can see what I mean:

As you can see the lights kinda suck

File Attachments

1) [Screenshot.4.jpg](#), downloaded 632 times



2) [Screenshot.5.jpg](#), downloaded 610 times



3) [Screenshot.3.jpg](#), downloaded 612 times



4) [Screenshot.1.jpg](#), downloaded 624 times



FPS =	56,	KBPS
Team		Score
0	GDI	0
1	Nod	0
Player		Score
1.	NONE-QMOP	0

5) [Screenshot.2.jpg](#), downloaded 608 times

