

---

Subject: Re: Vertex Solve question

Posted by [jonwil](#) on Wed, 29 Aug 2012 09:37:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok, after doing some testing with Saberhawk, we have identified (and fixed) the 2 bugs with the lightsolve that were causing the issues.

The first issue is that any mesh that had bump mapping should not have certain flags turned on (flags that are normally turned on by user lighting). This fixes 100% all the issues with water, meaning if you dont hide it before you vertex solve, it will no longer turn white and look ugly. (i.e. you no longer need to hide water before you compute the vertex solve)

The second issue is that meshes that do not have vertex colors were not correctly using the opacity value set on the materials. This has now been fixed and the meshes will correctly use opacity values of less than 1.0.

The most well known example of this is the windows on the Nod Airstrip control tower which would turn opaque under the old code (if you didn't hide them first) but will now correctly remain transparent.

As of the changes that are in the next version, you no longer need to hide ANY of the window glass on the stock renegade MP buildings before you compute the vertex solve.

There is also a feature where you can disable vertex solve on a mesh completely (e.g. because you are using a pre-made lightmap texture) by adding the string "Prelit=true" (without the quotes) to the "user defined properties" box in 3D Studio Max)