

---

Subject: Projector Settings

Posted by [Jerad2142](#) on Fri, 17 Nov 2006 03:56:06 GMT

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

---

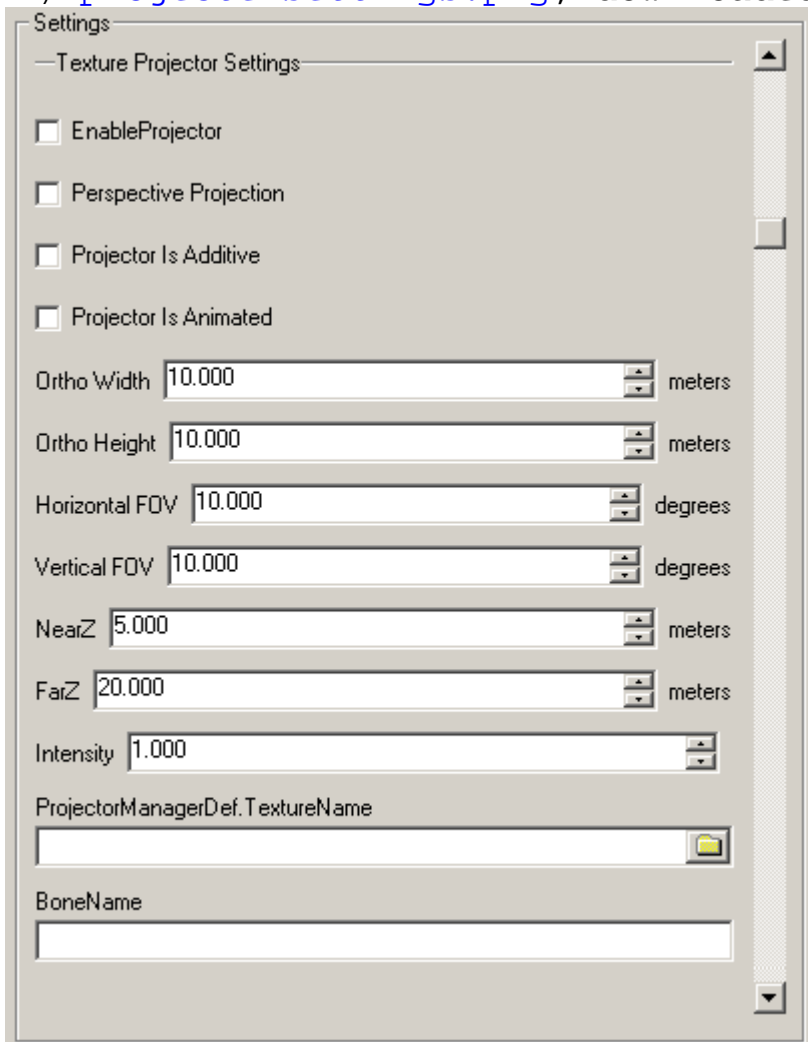
I was wondering if anyone could explain every last setting I have listed here (or as many as you can, don't try explaining it if you haven't got it to work before). Picture Below:

I could probably figure it out myself, but I'm trying to save time for modding.

## File Attachments

---

1) [projectersettings.png](#), downloaded 487 times



---

Subject: Re: Projector Settings

Posted by [Blazea58](#) on Fri, 17 Nov 2006 06:28:30 GMT

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

---

hell if i knew, that looks a bit confusing, but the best way to find out is to just mess with each one a

bit then save and see the results. Otherwise check the help things to see if you can find anything on it.

Otherwise maybe someone else can point it all out.

---

---

Subject: Re: Projector Settings  
Posted by [Jerad2142](#) on Fri, 17 Nov 2006 06:37:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Do you really think I was dumb enough not to check the help topics before I posted this question (although after the amount of time I spent searching for the answer, I could have just messed with it and figured it out. Will thats how it seems to work some times).

---

---

Subject: Re: Projector Settings  
Posted by [danpaul88](#) on Fri, 17 Nov 2006 07:41:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Projector settings are something to do with how shadows are generated for an object, I did see a document about it somewhere in the mod tools written by the westwood team...

---

---

Subject: Re: Projector Settings  
Posted by [Blazea58](#) on Fri, 17 Nov 2006 08:47:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Don't worry about it, i wasen't trying to offend ya lol. Either way im sure you probably already solved it by tampering with all the settigs

---

---

Subject: Re: Projector Settings  
Posted by [Jerad2142](#) on Fri, 17 Nov 2006 20:25:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I will mess with it later today, and then I will post the results in high detail.

---