Subject: Light Map Help
Posted by wubwub on Sat, 26 Sep 2009 16:52:24 GMT
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I am currently making my new ref and it is all done but one problem,

The interior is appearing green on most maps and i think it is because of no light mapping

(if anyone can tell me how to remove the green lightmapp that would be great)

I am trying to add light maps of my own making to it and i am useing this tutorial:

http://www.moddb.com/games/cc-renegade/tutorials/lightmap-tutorial

As you can see there are no pictures

I followed it best i could and kinda got it working but i could still see some green

Any help please?

Subject: Re: Light Map Help
Posted by Soulhunter on Sat, 26 Sep 2009 18:51:22 GMT
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If you want to see the pictures there, you have to edit the link it goes too (it uses renhelp.net and it has to be renegadehelp.net

example: the original picture link is http://www.renhelp.net/uploaded/user/Mauler/TUTHDR.jpg

then you have to change it to this
http://www.renegadehelp.net/uploaded/user/Mauler/TUTHDR.jpg
and then you will be able to see the picture

Subject: Re: Light Map Help
Posted by wubwub on Sat, 26 Sep 2009 19:23:38 GMT
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^ thanks you very much

Subject: Re: Light Map Help
Posted by Reaver11 on Sat, 26 Sep 2009 22:40:37 GMT
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It''s not the lightmap. It's the callbox that calls the lightscpaes imported to leveleditor.

It should be part of the interior file. If you remove that callbox probably something like mgref_lu~ (Just guessing)

Then it might be gone. Not sure if this would require a lightmap fix on every map.