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Subject: Notes on lighting/vertex solve features in scripts 4.x

Posted by [jonwil](#) on Sun, 09 Feb 2014 11:14:39 GMT

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Here are some notes on various changes and features to lighting/vertex solve stuff in scripts 4.x: Firstly, in scripts 4.x, we have a fix so that meshes with no vertex colors and an opacity of less than 1 have vertex solve correctly applied (the most notable example of this is the Nod Airstrip glass which you no longer need to hide when you vertex solve)

Secondly, there is a fix so that vertex solve is correctly applied to meshes with bump-mapping (i.e. water) which means you no longer need to hide these meshes either. In fact you no longer need to hide any meshes when running vertex solve.

and thirdly, if you put Prelit=true into the "user text"/"user properties" setting of a mesh (not sure exactly what its called in Max/Gmax), it will cause LE to ignore that mesh and not apply vertex solve to it. This feature combined with the right texturing will allow you to do westwood-style pre-lit light-mapping (or as close as its possible to get without the special tools westwood used)

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [jonwil](#) on Sun, 09 Feb 2014 11:15:28 GMT

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Bah, this should be in the mod forum.

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [Mauler](#) on Sun, 09 Feb 2014 11:20:57 GMT

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I notice that the lighting ingame does not effect LOD models sub objects past .00 model, (This is the highest poly model) anything below that doesn't receive lighting and is very noticeable when the LOD model is switching to other levels of detail..

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [saberhawk](#) on Mon, 10 Feb 2014 08:09:47 GMT

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Mauler wrote on Sun, 09 February 2014 03:20I notice that the lighting ingame does not effect LOD models sub objects past .00 model, (This is the highest poly model) anything below that doesn't receive lighting and is very noticeable when the LOD model is switching to other levels of detail..

I'm not seeing that. Lighting seemed fine on multiple LOD levels when I tested some stock Renegade vehicles. They are all getting the same lights.

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [Mauler](#) on Mon, 10 Feb 2014 08:27:49 GMT

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Video of the error

<http://www.youtube.com/watch?v=HrKnhmNVIXE>

And model source HLOD

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### File Attachments

1) [LOD\\_MODEL.rar](#), downloaded 336 times

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [saberhawk](#) on Tue, 11 Feb 2014 05:17:49 GMT

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Mauler wrote on Mon, 10 February 2014 00:27Video of the error

<http://www.youtube.com/watch?v=HrKnhmNVIXE>

And model source HLOD

The only thing I can think of that may cause that is if "Compute Vertex Solve" somehow applied to that mesh and it switched LOD levels. I don't think LE applies this to lower LOD levels and if that's what's happening I can't fix it.

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [Jerad2142](#) on Tue, 11 Feb 2014 19:20:33 GMT

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Mauler wrote on Sun, 09 February 2014 04:20I notice that the lighting ingame does not effect LOD models sub objects past .00 model, (This is the highest poly model) anything below that doesn't receive lighting and is very noticeable when the LOD model is switching to other levels of detail..

I am noticing something similar (in stock 3.4.4 Ren anyways)

For Example, if you make a terrain file that takes another terrain w3d file in as a aggregate, and in that file you have another w3d file as your LOD, when you generate lighting it'll look fine in LE, but once you get in game it will never have lighting on the LOD model.

Terrain->Aggregate->Aggregate LOD

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [roszek](#) on Tue, 26 Aug 2014 12:28:11 GMT

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Edit: I posted in the wrong forum

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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [jonwil](#) on Sun, 31 May 2015 06:12:58 GMT

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FYI, if you want bumpmapped objects to have vertex solve applied anyway (i.e. bypass the special-case logic we added for them) then you put `PreLit=false` into the "user properties" and they will be handled the way they are in stock renegade.

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