

Ryzom - Bug # 1510

Status:	New	Priority:	Normal
Author:	Botanic	Category:	
Created:	12/02/2012	Assignee:	
Updated:	12/02/2012	Due date:	
Subject:	Lighting using "L" based on instance group center		
Description			
<p>When you use the L button to light up the area around you it lights buildings 360 degrees based on the distance from the ig center.</p> <p>The video isnt great but you can see the issue, just ignore the choppiness.</p>			

History

#1 - 12/02/2012 09:01 am - kaetemi

Looks like there's no pre-lighting built for your buildings? It seems to be using ambient only from far and fails to light close up. Ensure that your building models have the lightmap NeL material set, and that the lights are configured in sets. A lightmap will be pre-rendered for each light set.

#2 - 12/02/2012 09:30 am - Botanic

I havent got to adding the static lights, this is just the dynamic light that moves around with you when you press "L"

#3 - 12/02/2012 09:32 am - kaetemi

You should have an ambient + diffuse sun by default from the continent configuration.

#4 - 12/02/2012 09:34 am - kaetemi

Models further than X distance may be using a simpler lighting model that does not take dynamic diffuse lights into account.

Files

bug.mp4	1.6 MB	12/02/2012	Botanic
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