

Green Detail Information

By: TheStorm

I'm sorry that I'll have to post about these detailed brushes again! The problem of me and a lot of other guys not getting the green detail to work is not a buggy editor or something like that. It is the setting when compiling.

When I began mapping in april I didn't know anything about mapping and compiling. I've downloaded the Mbuilder to make compiling easier. I played with the settings and learned about fast vis and fast light. I never played with the BSP option that much, the only thing I figured out about that was how to change blocksize. As a fresh mapper I thought that the "-fulldetail" BSP option was like the full VIS and the final light. So in the Mbuilder I checked that option and haven't given it much thought since then.

Now I know a lot more about mapping but not that much more about every compile setting. (time for a complete compile tutorial with every option). When learning about the VIS_leafgroup I looked some at the m4l0.map. They used the green detail a lot (also in the firefight map). We have discussed that but no one seems to have come up with an answer why!

I now also know (or think) that a lot of you guys using green detail have a working detail. Sorry that you guys haven't played with the compile setting because if you would have done that we might have figured out this one earlier.

Green detail doesn't work with the "-fulldetail BSP" option. From this day forward I will only use the "-v (verbose)" option. Using that option will make the green detail work.