

Re: ambient light

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From: Jason (Jason_at_mobiform.com)

Date: 08/31/04

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silly me, material ambient color was black

"Jason" <Jason@mobiform.com> wrote in message

news:uiRm8QvjEHA.3696@TK2MSFTNGP15.phx.gbl...

> *I have a scene with a single mesh with points/normals/texture coords. I*
> *apply a material and a texture to it, and I want only 1 ambient light. I*
> *have tried the renderstate ambient setting it to white, and all I get is a*
> *black mesh. I tried adding a directional light with ambient set to white (*
> *specular/diffuse black) and I still get black models. All the light types*
> *work fine but I cant seem to get any kind of ambient setting to work*
> *consistantly. Has anyone run into something like this and know what it*
might
> *be?*
>
> *Jason*
>
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