
Subject: Light Solve

Posted by [Anonymous](#) on Sat, 25 Jan 2003 17:24:00 GMT

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Whenever I run lightsolve my transparent textures become opaque. Will they remain Opaque when I export? And when I do this, (in leveledit) not everything stays lit properly unless i veiw it in 1st person mode....will this stay this way when I export?
