

---

Subject: Composing Lights...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 12:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

NO, according to Greg H. You cannot use the GMAX/RENX light Bones. Use LevelEditor Preset Light section. Imported Lights, add or temp and adjust to your need then make on the map. also, Renx: make Emitters for a (flashing) light look. Its not a real light but it will look like one. (if only I knew how to make Emitters LOL)

---