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Subject: Composing Lights...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 00:31:00 GMT

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Is there any way to set up your lights in RenX, then export them along with your geometry to the level editor? I notice a light related field in the 'add' dialog used to add an item to your preset library, but I cant find a way to generate the file type it asks for. Any help?Thanks in advance.

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