Subject: HELP!

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dont rely on LevelEdits display, (if you are)load your mesh/W3D terrain into leveledit then pull down the lighting tab. click on COMPUTE VERTEX SOLVE.then look at the mesh again. it should look right I think. if it dosnt, then add a gdi spawner and export PKG, test it out with MPLAN and see if it still looks screwy. then you will know for sure If something wasnt right in RenX.