
Subject: c_shadowmesh

Posted by [Halo38](#) on Sat, 12 Aug 2006 00:49:57 GMT

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hi all,

i've been importing various characters and vechiles from the always.dat and i've noticed this low poly mesh in each called c_shadowmesh, v_shadows etc... obvioulsy it sounds like something to do with shadow casting but when removed the objects still cast shadows

Any one any idea on what there are for? or if they were something that was never implemented, just curious.
