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Subject: Re: Shadows

Posted by [Jerad2142](#) on Wed, 21 Nov 2007 18:10:02 GMT

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nopol10 wrote on Tue, 20 November 2007 19:03 There's another way to cast shadows forcefully onto terrain. Create a box or object that hangs over the whole map and in the W3D Tools check Hide and Shadow. The box will then cast a shadow.

You could also just turn off the sun

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