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Subject: Re: Adding colored lights in RenX to a building  
Posted by [Di3HardNL](#) on Wed, 16 Apr 2008 17:43:41 GMT  
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lol, like someone that models in renx doesn't know that he has to put w3d in his data to make it work

Check my screenshots. 1 in RenX how i want it to look. and then after i save it the second SS is the effect. You can see the different lights aren't there. I made Target Spot lights (Create-> lights -> target spotlight)

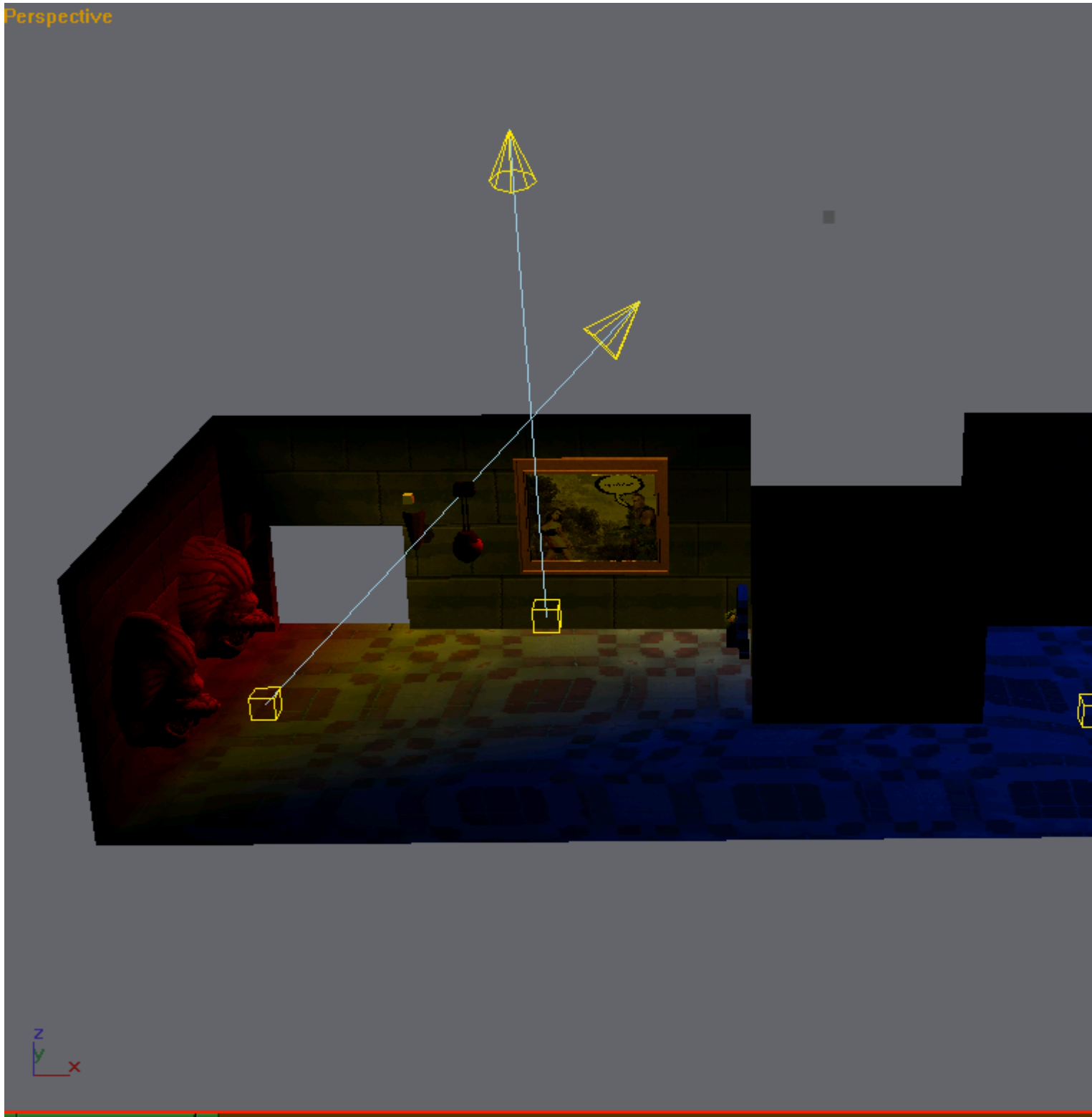
I also tried to import lights from the original REF interior, but if i change that lights nothing happens either.

### File Attachments

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1) [Screenshot1.PNG](#), downloaded 316 times

Perspective



2) [Screenshot2.PNG](#), downloaded 318 times

