
Subject: Re: Adding colored lights in RenX to a building
Posted by [Oblivion165](#) on Wed, 16 Apr 2008 20:09:23 GMT
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Well thats what your trying to do, those lights cast shadows in RenX but that same light data does not get saved in a w3d.

Meaning when you put the model in LE, there are no lights from RenX in the model and the only lighting data applied to the model is whats already in LE.
