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Subject: Re: Guide to new lighting features in 4.0RC1

Posted by [jonwil](#) on Thu, 30 Aug 2012 15:30:20 GMT

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One note, if you are using the Prelit=true feature on a mesh that is part of anything other than terrain, ALL the meshes in that w3d file need to be Prelit=true otherwise it will screw up when you run the vertex solve.

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