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

Posted by [jonwil](#) on Tue, 04 Sep 2012 07:30:02 GMT

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ok, it seems like there is a limitation in the game and leveledit where you cant have multiple layers of proxies (i.e. in your case lvl\_test.w3d proxies in nbhon\_ext.w3d which in turn proxies in other stuff)

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