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Subject: Re: Building Proxys

Posted by [Generalcamo](#) on Tue, 08 Jan 2013 22:23:19 GMT

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The problem with Level Edit lights though is that you need to recreate them step by step from 3ds max. It removes a step if you use 3ds max.

But sadly saberhawk hasn't released his tool to the public. And from the pm I got from him, it is only for Maya 2011 and 2012.

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