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Subject: Re: Building Proxys

Posted by [Mauler](#) on Tue, 08 Jan 2013 23:51:43 GMT

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huh... i light map my scene and remember where i placed my lights.. no need for rocket science there, as long as the color matches, fades at a distance, i could care less about trying to light the terrain/models... as they have the prelit option on them... so those lights will only affect objects that recieve vertex lighting, i.e characters, vehicles, props.. or anything without the prelit arguments applied

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