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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [saberhawk](#) on Tue, 11 Feb 2014 05:17:49 GMT

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Mauler wrote on Mon, 10 February 2014 00:27: Video of the error

<http://www.youtube.com/watch?v=HrKnhmNVIXE>

And model source HLOD

The only thing I can think of that may cause that is if "Compute Vertex Solve" somehow applied to that mesh and it switched LOD levels. I don't think LE applies this to lower LOD levels and if that's what's happening I can't fix it.

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