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

Posted by [Jerad2142](#) on Tue, 11 Feb 2014 19:20:33 GMT

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Mauler wrote on Sun, 09 February 2014 04:20I notice that the lighting ingame does not effect LOD models sub objects past .00 model, (This is the highest poly model) anything below that doesn't receive lighting and is very noticeable when the LOD model is switching to other levels of detail..

I am noticing something similar (in stock 3.4.4 Ren anyways)

For Example, if you make a terrain file that takes another terrain w3d file in as a aggregate, and in that file you have another w3d file as your LOD, when you generate lighting it'll look fine in LE, but once you get in game it will never have lighting on the LOD model.

Terrain->Aggregate->Aggregate LOD

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