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Subject: Re: Altmat.exe issues

Posted by [Jerad2142](#) on Mon, 24 Feb 2014 19:43:31 GMT

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Mauler wrote on Mon, 20 January 2014 05:11 Sorry to bump this... but can I also ask if the same fix also affects LOD hierarchy models... Currently the level/game lighting does not affect anything past the .00 model..

I can confirm that vertex lighting also doesn't apply to LOD models past .00 (at least shadows in 3.4.4).

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