
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [saberhawk](#) on Mon, 07 Jul 2014 03:01:44 GMT

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Mauler wrote on Sun, 06 July 2014 17:27

LOD models not receiving lighting past .00 models (not sure if fixable, was present in 3.4.4)

http://www.renegadeforums.com/index.php?t=msg&goto=485908&#msg_485908

As before, can't fix. The lighting you are referring to ("compute vertex solve") is only calculated/stored for the .00 level by LE.
