
Subject: Lights???

Posted by [Anonymous](#) on Sun, 13 Oct 2002 12:22:00 GMT

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Im sure you figured this out but, Greg H. says that RenX wont Export Light Bones so You have to make them in LevelEdit with the LIGHT>IMPORT_LANDSCAPE_LIGHTS then just add/temp a clone of the one given as an example and play with the parameters for the desired effect.
