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Subject: Re: Guide to new lighting features in 4.0RC1  
Posted by [Mauler](#) on Thu, 30 Aug 2012 19:29:02 GMT  
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Very awesome, can't wait to use these. Thanks!

EDIT: Also 3DSmax can be used to create lightmaps and has the ability to export your lighting information to create wlt files, although gmax/renx cannot.

The "prelit" parameter can also be set in gmax, the same way it can be done in max

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