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Subject: Re: Guide to new lighting features in 4.0RC1  
Posted by [Mauler](#) on Sun, 02 Sep 2012 16:52:19 GMT

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Well i really wish i could use these tools, I have prepared fixed up Renegade MP structures that would recreate the ones used on official WW maps.. the ones now don't properly change exterior materials when destroyed.. these ones would totally fix that on future custom maps

Here is a shot of the Hand of Nod

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