
Subject: Re: Guide to new lighting features in 4.0RC1
Posted by [Mauler](#) on Sat, 22 Dec 2012 19:52:54 GMT
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Some updates on the tool usage. When exporting the two sets of wlt files, on, off.. when merging the two in wltmake it replaces the light color information. My issue was that the PT green light was somehow turned into yellow, and it showed up when full health and at no power/dead state. I had set the alive state to green and dead state to red. I can provide files if needed. I did delete some lights from one wlt state, maybe that caused the issue?
