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Subject: Re: Building Proxys

Posted by [Mauler](#) on Tue, 08 Jan 2013 05:36:49 GMT

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Both leveledit and max lights are fine ... It's our preference .. I use level edit so I can see the changes and effects on my character / level right away .. Instead of finding out I made an error in my max light and have to go back into max/maya again.. Besides u need the maya exporter to create WLT files from max, am I'm not sure if saber hawk has released that yet.. But I've used all the the lightmap tools. If you need info on something gimme a holler

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