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Subject: Re: Notes on lighting/vertex solve features in scripts 4.x

Posted by [Mauler](#) on Sun, 09 Feb 2014 11:20:57 GMT

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I notice that the lighting ingame does not effect LOD models sub objects past .00 model, (This is the highest poly model) anything below that doesn't receive lighting and is very noticeable when the LOD model is switching to other levels of detail..

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