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

Posted by [saberhawk](#) on Mon, 10 Feb 2014 08:09:47 GMT

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Mauler wrote on Sun, 09 February 2014 03:20I 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..

I'm not seeing that. Lighting seemed fine on multiple LOD levels when I tested some stock Renegade vehicles. They are all getting the same lights.

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