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

Posted by [jonwil](#) on Sun, 31 May 2015 06:12:58 GMT

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FYI, if you want bumpmapped objects to have vertex solve applied anyway (i.e. bypass the special-case logic we added for them) then you put `PreLit=false` into the "user properties" and they will be handled the way they are in stock renegade.

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