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Subject: Re: Shaders Video #1

Posted by [saberhawk](#) on Mon, 30 Jun 2008 17:56:02 GMT

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nopol10 wrote on Mon, 30 June 2008 07:10 So the lighting will actually be read from the map itself now?

Well duh, what's the point of having "advanced lighting" if it just ignores all the lighting in maps?

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