Subject: Editing M##.mix levals
Posted by Oblivion165 on Fri, 06 May 2005 19:58:05 GMT

Nightma12its as if the W3D dousnt want to show in leval edit

i created a new preset, and it still wont work >.<, i even created myself a new mod folder & copy + pasted the lvl files across

What? You did just put the Leveledit2.exe next to the original, right?