Posted by Obelisk on Sat, 20 Aug 2005 02:05:46 GMT
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When you last exported hourglass you copied over the original files witch has the level model in it. thats why you might have noticed when you reload the level the ground is missing again.

Replace hourglass.mix with the original hourglass mix file. Than save the lsd and ldd into your data folder and your map should work and people should be able to join.

You dont need to export anything.