
Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by [Slave](#) on Fri, 14 Sep 2007 21:12:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

In other news, i loaded up metro_ts.

But this doesnt seem quite right. Happens to every light, and it's obvious whats wrong. Mixup!

edit: I just checked it out, and it appears to be wrong on at least 3 other maps too. Most likely any.

edit: Also, why are all lights directional? Spotlight would be the weapon of choice.

File Attachments

1) [swapped.png](#), downloaded 2957 times

