Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Mon, 01 Oct 2007 21:03:58 GMT

update...

Instead of unchecking them, I deleted their nodes at the instances tab. This removed the doors, but also the rest of the terrain.

At this point i believed my mod package was pretty much screwed up, so i deleted it.

Luckily i made a backup last week, befoure I started fixing the doors. But when I open it up, the entire terrain doesnt show up either. Wtf! Why must Renegade be so mean?

[edit]
Don't worry if these posts confused you. They had the same effect on me after reading them over.