Subject: W3D Application Error?
Posted by Spice on Sun, 13 Jun 2004 07:41:49 GMT

GenocideYSLMuffinsCan you load the model into the Commando editor?

Nope, it crashes Commando.

I cant export a map with MeshSmooth 1 Iteration on. (which i need)

EXDeath, yes that's what i did and same thing happened when it came back.

So it does work in LE one someones else's comp? If so , I think it would be better off remaking the map. You also could give them details instructions on how to do what you wanted in LE but that wouldnt work for me. I like to do it myself.