Subject: Help: New Vehicles in mix maps / always.dbs
Posted by Spice on Fri, 09 Jul 2004 19:36:52 GMT
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I Think you should put it in your editors chache and the export it as a mix file and it should work.
But...
Im actually curious on how to get the vehicles to appear. Might telling me how because as of right now I havent tried and would like to know how to do it without messing around right off the bat.   (I want mine to appear under the extra's)