Subject: Editing M##.mix levals
Posted by Nightma12 on Sat, 07 May 2005 12:02:34 GMT
View Forum Message <> Reply to Message

well, heres the mod folder

if i export to mix useing normal level edit, then ren still crashes, lol

if i use DEV to export to mix then DEV crashes!

well heres the mod folder if needed

http://www.aohost.co.uk/Mission%20Maps.zip