
Subject: Re: leveledit 1.0.0.4 is out
Posted by [Titan1x77](#) on Tue, 20 Dec 2005 06:44:39 GMT
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I noticed a problem aswell....

.w3d files placed in the mod's folder doesnt export unless they are used in the map..(ex.the advanced humveee model i use in the secret vehicles presets)

Also i placed some .dds files in the editor cache but they dont export....seems like it only compresses .tga's on export.
