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Subject: Re: leveledit 1.0.0.4 is out

Posted by [xchronox0](#) on Mon, 26 Dec 2005 02:25:15 GMT

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Titan1x77 wrote on Tue, 20 December 2005 00:44I 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.

the .w3d files like your humvee need to go into the dependencies of the Weapons Factory Object, It should be the last tab

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