Subject: Re: How do I edit .mix files
Posted by Brandon on Tue, 08 May 2007 20:52:45 GMT

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Well, when I use the terrain .w3d model the textures get ruined after I save and re-open the project. -.- I prefer using the original file to avoid texture glitches and such. As far as .lsd files go I've tried that too and it never worked for me. -.- Oh well...