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Subject: Re: LevelRedit: a .mix to .lvl compiler  
Posted by [Nightma12](#) on Wed, 26 Sep 2007 15:27:27 GMT  
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Quote:If you don't want your map to be converted back to a LevelEdit level file, place a light anywhere on your map and set it's ambient light color to RGB(51,102,153).

what about old maps?

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