
Subject: Re: oh um i need help on transferring m10 map i edited on lvl edit
Posted by [Slave](#) on Wed, 24 Oct 2007 21:37:23 GMT

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re-read his post.

he edited m10 in leveledit, that has absolutely nothing to do with gmax.

edit: i think when you exported to mix, you overwrote your old m10.mix file, so vital data got overwritten.
