
Subject: Re: LevelEdit..Wats Dat!?

Posted by [Stefan](#) on Tue, 16 Jun 2009 20:34:24 GMT

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It means the proper w3d file, the one set in leveledit, of your level is missing in the mix file.
(second screenie, that error on the first one means nothing)

Try doing Save As > overwrite the original > delete original mix > export mix.
