Subject: map fixes problem, please someone help Posted by Spice on Sun, 04 Jul 2004 06:30:29 GMT View Forum Message <> Reply to Message

Hmm Try Importing the map in Gmax or 3Dsmax , then make the mesh exactly where it should be and delete the map and export the mesh. Build it in LE and it should appear in the right place. Im going to try this tomorrow.

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