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Subject: !! come on!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 07:39:00 GMT

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Is there a way to fix this: <http://www.n00bstories.com/image.fetch.php?id=1489780751> without lightsolve?and if no, how do i keep it from screwing up my linear offset meshes!?

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Subject: !! come on!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 10:32:00 GMT

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just use aircraftkillers method of unchecking the object in commando - before you lightsolve.

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