Subject: w3d problems, greg, anyone?
Posted by Anonymous on Wed, 23 Oct 2002 01:59:00 GMT
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LOL, I never had this fault yet. Always was using easy to remember names for meshes. Gflr1, Nwll2 and so on.Vertex paint keeps crashing RenX though. Oh well, not that I can figure it out anyway LOLand oh yeah, KANE LIVES!Greg, how about my Mutant PT question? why PT Zone if no 3rd mutant team.