
Subject: Stowaway

Posted by [Titan1x77](#) on Thu, 10 Apr 2003 03:28:00 GMT

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i did the samething to lvl08 and it didnt work with FDS.

I was thinking about importing the extracted .w3d to the .mix.

Not sure of this will work....but if someone wants to help test this method on your map or mine....we can add the w3d to the .mix and i'll run a FDS and see if we can use the map.
