Subject: Re: leveledit 1.0.0.4 is out
Posted by danpaul88 on Sat, 10 Dec 2005 22:51:46 GMT
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this probably isnt a bug but I will mention it anyway.

When you use 'export as Mix' option it does not export things like emitters, sounds, custom string tables etc which you have setup. It only exports the level files, the terrain and any custom w3d files you have actually clicked 'make' on.

It would be nice to have the option to include all these things in a .mix when using the export to mix option.