Posted by Naamloos on Sun, 22 Jan 2006 19:42:06 GMT
View Forum Message <> Reply to Message

I don't have CP1. I do have some of the stuff you get with it such as the scripts.

All the textures I used should be inside your always.dat, those that aren't are the ones I included in the .mix.

I still think this is very strange, but I will include all used textures in the .mix next time.