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Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [SuperFlyingEngi](#) on Fri, 28 Jul 2006 21:36:21 GMT

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Oblivion, I tried your technique, but it doesn't work. I don't think I'm running into a cache error, because the installer unzips the components well enough, but then it loses them in a temp folder and Windows Installer complains to me.

If you could install it and then just zip the program for me, I'd be most appreciative.

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