Subject: Re: Back to LE, model issue
Posted by Jerad2142 on Wed, 28 Feb 2007 21:39:26 GMT

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razorblade001 wrote on Wed, 28 February 2007 13:29No, if it was a name error, level edit wouldn't crash, it would just attempt to load the model but after it finishes, the model wouldn't show up on the screen.
That only happens with jonwil's level editor, the original will crash if it can't find the w3d file.