Subject: Re: Status: .mix -> .lvl converter
Posted by PaRaDoX on Sun, 09 Sep 2007 19:12:25 GMT

View Forum Message <> Reply to Message

..why not just add your name into the mesh somewhere? It's not hard... I do it with all my maps.
There is my nick name in the mesh in at least 50 places, and it's modeled in.