Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by IronWarrior on Sat, 15 Sep 2007 19:23:04 GMT

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Yrr wrote on Sat, 15 September 2007 11:00Am I going to push out a new version for every little bug??
Here is LevelRedit v1.02.

Changes:
- Some car markers were not imported.

Damn you keeping me busy!, updating Game-Map.NET again.