
Subject: Re: Basic LevelEdit Question

Posted by [rrutk](#) on Wed, 12 Mar 2008 21:27:45 GMT

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OMFG, there was just a BACKSLASH missing in the Installpath of the registry!

Thanks!

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uhhm, just some hints to insert some from the nitromod extracted betavehicles into regular renegade-maps? e.g. the buggy?
