Posted by danpaul88 on Mon, 19 Jan 2009 08:54:36 GMT
View Forum Message <> Reply to Message

Some W3D files in the always.dat use an older version of the W3D file format and cannot be opened in W3D viewer, or so I recall someone telling me a while back. From what I recall of that conversation the engine itself (and therefore presumably LevelEdit) can still load them, but the viewer cannot.

Don't take this as gospel though, this is just a partially remembered conversation from over a year ago