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Subject: Re: [Map Replacement] Night Time Map Pack

Posted by [Kimb](#) on Fri, 16 Oct 2009 21:58:38 GMT

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LeeumDee wrote on Fri, 16 October 2009 16:03Kimb wrote on Fri, 16 October 2009 19:20Not A File

That has nothing to do with my release

You have conflicting things there, you obviously have a under model in your data folder, which calls on textures that are now not there. Most likely cause you were using a custom under before? If it was my under i'd gladly make it night time for you, with the working textures. Just say so, and il pack it together for you.

could you pack me an night ver pls? with all needed files and such?

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