Subject: Re: Missing Textures ingame, which are present in LE
Posted by rrutk on Wed, 28 Sep 2011 13:43:56 GMT

StealthEye wrote on Wed, 28 September 2011 06:41Did you convert the .mix via packageeditor to a TT package? (I did not.) If that's the problem, then I will try to reproduce it again.

I made no TT-package.

made a simple mix-Map.

Is a TT_package recommended?