Subject: Re: Guide to new lighting features in 4.0RC1 Posted by Mauler on Tue, 04 Sep 2012 07:36:33 GMT View Forum Message <> Reply to Message

Was kinda thinking that was the case, but it was solved never the less.. just wondering if was a proper way to include the terrain and exteriors.. the official maps have the terrain and exteriors as one w3d..

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