Posted by Mauler on Sun, 23 Sep 2012 04:01:30 GMT
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Been experimenting with the lights in the editor. I cannot find a way to export my lights from
LevelEditor... there is an option as you mentioned but it does nothing

EDIT: Ok after some aimless trial and error, i found that you cannot export a new wlt file from
leveledit. I got my lights exported but I had to overwrite blank wlt files to get em working so i could
merge them into one file with wltmake