

---

Subject: need info on fixing various map bugs  
Posted by [Titan1x77](#) on Sat, 26 Jun 2004 14:57:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

SeaMan Usually the vehicle blockers are added manually in LevelEdit, not in max (w3d).

they can be added either way.

To answer your question.....

You will have to save a new .lvl file, thus it would have to be re-exported again and the .mix file won't match the existing one.

---