Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 03:06:00 GMT

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I have made a map but how can i make a lsd file of it?

Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 03:14:00 GMT

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Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 03:35:00 GMT

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ive downloaded the 2 tools for chaging the skins of things but i dont know what to do with them.. ive unzipped and all but when i export a skin it tells me that i dont have a photo editor that supports it...ive got: Microsoft Picture it! 2002Exif Viewer and launcherDP editorMicrosoft Visual StudioAdobe acrobat readerany of those be able to view it?

Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 03:42:00 GMT

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i must tell u this my little chump u need Paint Shop Pro version 7 nothing lesswith the .dds plugin[April 20, 2002: Message edited by: captainbob]

Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 03:54:00 GMT

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no i doesn't work because if you do that you can safe it as Ivl and i need Isd

Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 04:31:00 GMT

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Export

Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 04:51:00 GMT

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actually when you sav eit does make a .lsd file. Just look in your mod package direcory and click on levels you can put the lsd and the file and make a .pkg file ith RenegadeEx,Thanks,--Shaun--

Subject: How to get *.lsd files

Posted by Anonymous on Sat, 20 Apr 2002 08:05:00 GMT

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how can i get Paint Shop Pro version 7?considering i live in the UK