Subject: Re: new level decompiler
Posted by BlazeDragoon on Fri, 20 Jan 2006 12:14:06 GMT
View Forum Message <> Reply to Message

Damn...maybe this will still be useful I have a map I had awhile ago,and it had a few preset related bugs which I could fix and then a fps issue,cause back then I was dumb and removed the vis and forgot to add that...If you don't mind can you possibly give me a mini-howto on how to do this=/?I think I have an idea but just to check.