Subject: Re: scripts.dll 3.2 is out
Posted by Jerad2142 on Wed, 11 Apr 2007 13:13:06 GMT

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jonwil wrote on Tue, 10 April 2007 19:46ok, I fixed the Scale mapper bug (and the same thing in several other texture mappers)
Fix will be in 3.2.2

Good I thought that I was going to have to redo at least 4 levels, and a ton of vehicle models.