Subject: Re: Status: .mix -> .lvl converter
Posted by Jerad2142 on Sun, 09 Sep 2007 19:20:36 GMT
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PaRaDoX wrote on Sun, 09 September 2007 13:12..why not just add your name into the mesh
somewhere? It's not hard... I do it with all my maps. There is my nick name in the mesh in at least
50 places, and it's modeled in.
I mainly just don't want people screwing with my work, especially if it has my name on it.