Subject: Re: [Map Replacement] Night Time Map Pack
Posted by LeeumDee on Fri, 16 Oct 2009 21:03:33 GMT
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Kimb wrote on Fri, 16 October 2009 19:20Not A File

That has nothing to do with my release
You have conflicting things there, you obviously have a under model in your data folder, which
calls on textures that are now not there. Most likely cause you were using a custom under before?
If it was my under i'd gladly make it night time for you, with the working textures. Just say so, and
il pack it together for you.