Subject: A very good question to all mappers

Posted by Cpo64 on Sun, 26 Oct 2003 06:50:30 GMT

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I don't know, but I have an idea. Okay, you said you are temperarly hiding things when you are doing vertex solve right?

My sugestion is, take that stuff which you are hiding, put it in a diffrent w3d, and then add it into the level after you do the vertex solve.

If you need me to be more detailed just ask, its late, and I am well, uh...

..zzZZ ..zzZZ