Subject: trying to find all the bugs in leveledit...
Posted by Anonymous on Sun, 05 Jan 2003 22:48:00 GMT

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12. Delete the leveledit algorithm:code:If ((LotsOfWorkDone(ImportantMod)) and ((NotSavedRecently(ImportantMod)) { CRASH("Haha You're SOL") } [January 05, 2003, 22:49: Message edited by: Blazer]