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Subject: name all the major bugs in leveledit

Posted by [Anonymous](#) on Sat, 04 Jan 2003 02:39:00 GMT

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I have one. Whenever I try to load up a level I have saved before, the textures on the terrain in the level always show up as black. Like, if I put a file on the presets menu, make it, save it as a level, close leveleditor, reopen it and then open the level, the textures on the terrain I had just made show up as black. I think it has something to do with Vertex Painting. However, when I open the level, then go to where that terrain is on the Preset menu, and click Mod, and then OK, it fixed the problem. It really isn't much of a problem, jsut annoying.I hope I explained that well enough.

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