
Subject: Re: leveledit 1.0.0.4 is out
Posted by [Oblivion165](#) on Sun, 25 Dec 2005 19:34:53 GMT
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Erm jon, alot of those features you took out do function.

For instance the Import/Export Pathfind.

To get a VTOL to go freelance you have to make a parking garage of planes spanning your entire map, about 1 foot apart from each other. Put a pathfind generator on each plane, Generate, Export Pathfind, Delete Planes, reload map, Import Pathfind.

The Pathfind seem to go void when you just reload the W3d with the planes taken out, The Import/Export function seems to fix that problem.

Anyway, checking it out.

Buckery wrote on Mon, 05 December 2005 12:22I was using oblivians version and he added a few things like export as mix. Anyways Great job!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Good to hear, Glad it came of use to you.
