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Subject: Re: Ran into big problem...

Posted by [piotrkol1](#) on Tue, 26 Dec 2006 18:35:43 GMT

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Scratch that it seems the problem still persists. I have some screen shots of what it looks like in the game and what it looks like in level edit. Notice how much longer it looks in level edit than ingame.

### File Attachments

1) [yehthth.jpg](#), downloaded 492 times



2) [yjkgyk.jpg](#), downloaded 472 times



3) [jntfgf.jpg](#), downloaded 484 times

