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Subject: Re: Boss settings

Posted by [Ethenal](#) on Thu, 11 Dec 2008 02:05:53 GMT

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Canadacdn wrote on Wed, 10 December 2008 15:23Ethenal wrote on Wed, 10 December 2008 02:13Canadacdn wrote on Tue, 09 December 2008 23:47I don't think so. Boss settings are preset-specific and only the Sakura boss preset can be edited. My guess is that Westwood removed some of the other boss settings for the public version of LevelEdit due to instability or something like that.

As if it isn't unstable anyway...

Well, I mean in terms of multiplayer gameplay. Raveshaw and Mendoza don't work properly in multiplayer and maybe WW saw no point to including them.

Ohh, I see.

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