
Subject: Client Side Warping

Posted by [YSLMuffins](#) on Wed, 13 Aug 2003 00:46:28 GMT

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C&C_Caves had the exact same problem. I never was able to fix it, so I abandoned the map.

Try opening one of the leveledit files released by WW on their FTP, delete every instance of everything on the level, and remake your map fresh using that Leveledit file and re-save under a different name.

For example, open C&C_Mesa.lvl, delete all of the terrain instances, tile, object spawners, etc, discard pathfinding and VIS data, and make your map.
