
Subject: Issue reloading same level after winning level...

Posted by [Jerad2142](#) on Fri, 07 Jan 2011 00:23:03 GMT

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Anyone know of a preset/physics model/sound effect/whatever that can be placed in level edit which will make the level to be loaded twice without quitting out and starting the game again.

IE:

- *Select map

- *Launch Game

- *type win into the console

- *Wait for level to load

- *Fall forever once level has loaded as the default ren char as it appears to have loaded is the default ren assets, and leaves all terrain/other mod assets out of the load.

I suppose it is possible that it was just a bad save, but it would be better to be sure at this point as the backup of my level doesn't appear to have this issue (backup is slightly older than the current).
