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

Posted by [Gen_Blacky](#) on Sat, 08 Jan 2011 07:03:18 GMT

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I have some custom scripts attached to daves arrows or other objects do that.

*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.

Use to get that a lot when working on maps. Rebuilding the pathfindig usually fixes that when you make changes to the terrain model or other physical collisions objects. How are you saving the maps and what version of le are you useing?
