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

Posted by [Jerad2142](#) on Sat, 08 Jan 2011 15:40:23 GMT

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Gen_Blacky wrote on Sat, 08 January 2011 00:03: 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?

Original version of LE, what scripts do you know of that cause this.

As a reminder, all the levels load up once fine, then the problem starts after the round is won and the same level is loaded again.
