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Subject: Re: Changing the harvester to another preset in a mix

Posted by [Jerad2142](#) on Mon, 03 Oct 2011 22:04:18 GMT

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rrutk wrote on Mon, 03 October 2011 11:10 seems to be, but what exactly?

after temping all and re-making the building controllers&car makers the OLD harv appears hanging in the air.

may be a problem, old and new model have the same w3d-name?

Delete your temp and place it again if you updated it's preset after placing it, the level itself likes to keep random information just to piss us off at times (I'm getting the same issue as we speak).

And even if you don't think you did just delete the temp that you placed on the level and re-place it for good measure.

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