Subject: A Level Editor Bug.
Posted by roszek on Mon, 02 Apr 2012 13:19:34 GMT
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If I Modify the purchase settings so I can use my own characters and then Export To Mix, I get invisible characters that don't move.

But if I Export Mod Package as "C&C_WhatEver.mix" it works fine.

The same problem happens with vehicles.

File Attachments

1) le_glitch.jpg, downloaded 1029 times

Credits: 9000
Time Remaining: 00:29:46
Purchase Terminal
Rail Gun

Credits: 9000
Time Remaining: 00:29:40
Rail Gun