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Subject: TT Level Edit bug

Posted by [Xpert](#) on Thu, 05 Jun 2014 07:24:50 GMT

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So I was messing with weapon spawners today and I wanted to add more weapons than the standard ones into the spawners. This is where the problem occurs.

If I use the 4.1 level editor, the spawners work but players for some reason can't pick up health drops.

If I use the old level editor by Westwood, the spawners work and players can still pick up health drops.

I'm not editing anything else other than weapon spawners and changing the POW\_Sniper\_Rifle and POW\_Ramjet\_Rifle to apply the stronger version of the weapon preset.

Is the 4.1 level editor missing something that the old one had? The only downside I noticed of me using the old level editor is that when I place the objects file in the server, maps load slower on gameover but using the 4.1 objects makes the maps load instantly.

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