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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Mon, 07 Jul 2014 22:39:19 GMT

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I should also report an old LE bug that I noticed a long time ago, if you assign "Kill" as the cinematic action it resets to push after you save the level (or reload the presets I forget which). So if you want a tile to kill something you always have to set it right before you export the map (actually very annoying).

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