Subject: A really weird and strange problem.
Posted by Captkurt on Sun, 25 May 2003 04:16:01 GMT

On one of my buildings I get everything lined up, the way I want it, like the Purchase Terminals,

I bring it up in Level Edit; every thing looks great, as expected. Make a .pkg it all looks and works fine, make a .mix and the main building is off alignment in the X, Y axis from the purchases

when I do a .mix compile. Any help at all would be greatly appreciated.

Subject: A really weird and strange problem.
Posted by Captkurt on Sun, 25 May 2003 17:09:35 GMT

I have to bump this, because I really would like to get a fix for this prob. Help!,   Help!