
Subject: C&C_Temple_DM.mix... Need Bug Fixes For Final Update

Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:29:00 GMT

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Ok, i've been testing my new map and i have found the most perculiar (if thats how it's spelt) bugs, the PT and lighting have minds of their own! i originally set the map to have building power off, and for the PT to be fully animated, i as well as the original lighting put additional lighting on the PTs to stop the edges showing up in a reddy pink colour.the problem is these settings have a mind of their own sometimes when you load up the level (the .mix coming soon) the power can be off or on, the health bars at both sides of the PT fully animate or stay blank, or/and the lighting i added appears or doesn't all these accourances are random and can happen to any/all of the PT's at any time the map is loaded i didn't know what to 'temp' the PT off of, so i done it of tile/decorative.could this be the cause of saving multiple versions of my map and having conflicting settings for the lights & PT???Ill post pictures in a few minutes.Thanks for the help credit will be granted to any/all succesfull help. [January 27, 2003, 11:35: Message edited by: Halo38]
