

---

Subject: trying to find all the bugs in leveledit...

Posted by [Anonymous](#) on Tue, 07 Jan 2003 19:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I just realized this today, so it may be my PC, or a bug in leveledit. Whenever I set an animated model as an object (not tile,) and set it's phys type to StaticAnimPhys, make the object, and try to move it, Leveledit will perform an illegal operation. Same thing happens when you try to save the level after making the object (also rendering your level corrupted.) Tried it several times today, but to no avail.

---