

Subject: Re: Ran into big problem...

Posted by [piotrkol1](#) on Tue, 26 Dec 2006 18:35:43 GMT

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Scratch that it seems the problem still persists. I have some screen shots of what it looks like in the game and what it looks like in level edit. Notice how much longer it looks in level edit than ingame.

### File Attachments

1) [yehthth.jpg](#), downloaded 285 times



2) [yyjkguk.jpg](#), downloaded 264 times



3) [jntfgf.jpg](#), downloaded 270 times

