Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Yrr on Tue, 25 Sep 2007 15:49:11 GMT
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LevelRedit v1.03 is out!

Changes:
- Every waypoint was 0.2 units too high in editor. (For unknown reasons, LevelEdit raises every waypoint by 0.2 units when exporting a map.)
- Scripts were not attached correctly (some were attached twice, some were not attached at all).