Subject: HELP!!! level editor glitch
Posted by Stallion on Tue, 07 Jul 2009 02:06:22 GMT
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Ok, I took a .lvl file opened it and saved it right after then went to test it just to have it turn out with messed up colors and westwood logos and random spots throughout the map. I've tried this with .lvl and opening .mix files both. I've also tried this with saving to .pkg and .mix files both with the same result. I tried updating the scripts in that folder to the scripts in my renegade folder (version 3.44) with no luck...

  What could be causing this and what can I do about it?