
Subject: Re: TT Level Edit bug

Posted by [jonwil](#) on Tue, 10 Jun 2014 02:20:16 GMT

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hmmm, wierd, I cant see any differences in those ddb files that would impact health drops...
I suspect I am going to need a complete reproduction setup for the "broken health drops" testcase (e.g. custom dlls, source for custom dlls, config files etc) so that I can reproduce it locally and debug what happens when a character tries to pick up a health drop (and why its failing)
