Subject: A very good question to all mappers
Posted by TheKGBspy on Mon, 27 Oct 2003 01:15:57 GMT
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i did some more test.

i did this process on another computer:
1- export map as .w3d
2- go in lvleditor and create a new terrain template
3- click make and saved lvl
4- click new map
5- reload the saved map

about 98% of the time the bug is made!

is that because i have too much bumb stuff? why some part would have a physical collion off even
if its checked in renX?