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Subject: leveledit bugs to fix/feature ideas

Posted by [TheKGBspy](#) on Mon, 19 Apr 2004 17:52:24 GMT

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i have a question:

what the "ok & propagate" button does? because there is a bug when you modify a preset in the lvledit (adding scripts), the object already on maps dont update.. i need to remove them from the map, and re-add them to the map.

- a fix when you add an apache to your map... there is a lvledit crash.

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