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Subject: I just discoverda major leveledit bug  
Posted by [SomeRhino](#) on Tue, 20 Apr 2004 03:24:13 GMT  
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Heh, I guess that's why I could never get LevelEdit to work with SoleSurvivor resources, and had to run several instances of it to export levels. I wish I read this before spending hours exporting all 64 levels today. Maybe now I can make some tools for creating levels though, even if it is a bit late to use them myself.

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