Subject: WHAT THE HELL IS GOING ON?!
Posted by R315r4z0r on Fri, 07 Sep 2007 02:18:11 GMT
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I don't get it! Level edit is exchanging temps!

I made a temp of the tiberium mist emitter, and made it a blue mist. I made that, saved it, and closed level edit to do something else.

I go back to open level edit and while it is on the splash screen I get an error saying something like
Preset '' is not linked correctly under 'emitters'

So I didn't know what that ment, and loaded the map anyway. I found the problem file in level edit. Somehow under the preset tree, the preset I made for the blue mist turned into a blank preset "" and that was causing problems. So I deleted it, and made a new one. I load the map, then it says the preset isn't there, so I go to tell it where to go instead and you know what happened? The preset I just replaced a few seconds ago is now the Nod Construction Yard building controller!

So I go to delete the preset, when all of a sudden it opens up the buildings tree and deletes the preset for the Nod Construction yard, instead!

I managed to get it back. I went through the emitter problem again, but this time it turned into the GDI controller! So I did the same thing I did last time, but this time it deleted the controller for good! So I proceed with remaking it.

I save it, and reload the map (In hopes that I won't need to set up auto-repair again) and when I come back, the controller I just set up... turns into the Nod Turret!

WTF IS GOING ON?! Why are my presets turning into other things?!

Subject: Re: WHAT THE HELL IS GOING ON?!
Posted by Tunaman on Fri, 07 Sep 2007 02:23:17 GMT
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lol, I think you shouldn't use temps?

Subject: Re: WHAT THE HELL IS GOING ON?!
Posted by Gen_Blacky on Fri, 07 Sep 2007 03:11:30 GMT
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i think you shouldn't use temps either and make sure u back up your presets and level files every once in a while

Subject: Re: WHAT THE HELL IS GOING ON?!
Posted by Veyrdite on Fri, 07 Sep 2007 11:21:46 GMT

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if you can survive without all the other temped presets make a new mod folder and simply cut the lvl, idd and isd to the new mod folder.