Subject: Re: Ran into big problem... Posted by piotrkol1 on Tue, 26 Dec 2006 18:35:43 GMT

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Scratch that it seems the problem still persists. I have some screen shots of what it looks like in the game and what it looks like in level edit. Notice how much longer it looks in level edit than ingame.

File Attachments

1) yehthth.jpg, downloaded 355 times Team 10 GDI Credits: 61 ime Remaining: 00:19:42

2) yjykguk.jpg, downloaded 333 times



3) jntfgf.jpg, downloaded 340 times

