
Subject: A Level Editor Bug.

Posted by [roszek](#) on Mon, 02 Apr 2012 13:19:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

If I Modify the purchase settings so I can use my own characters and then Export To Mix, I get invisible characters that don't move.

But if I Export Mod Package as "C&C_Whatever.mix" it works fine.

The same problem happens with vehicles.

File Attachments

1) [le_glitch.jpg](#), downloaded 1143 times

