
Subject: Re: Nod Obelisk Firing Two Beams
Posted by [Gen_Blacky](#) on Tue, 26 Mar 2013 02:28:39 GMT
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I remember having that problem before with LevelRedit.
Check the instances in either buildings or tiles.
LevelRedit seems to load building arrogates in tiles making duplicates sometimes.

File Attachments

1) [blah.jpg](#), downloaded 308 times

