
Subject: leveledit bugs to fix/feature ideas

Posted by [Sanada78](#) on Mon, 19 Apr 2004 18:26:00 GMT

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There's one thing I'd liked to see fixed, if it's possible.

I don't know what causes it, but sometimes the temps20.ddb corrupts. When you temp an object and open up it's properties, the contents is all messed up and it displays information on another object in the database.

E.g.

Say I temp CnC_Medium_Tank and view it's properties, I get the properties on the CnC_Nod_Turret instead.

This also causes problems when loading the database again. Some presets arn't linked and need to be named again.

It doesn't always happen, but when it does, it ruins the whole database meaning you have to start from scratch. On some rare occassions, it stops and you can continue working, but it usually comes back.
