
Subject: Wierd thing in LE

Posted by [Sn1per74*](#) on Sun, 17 Jun 2007 15:07:17 GMT

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I was working in LE today and this came up- I couldn't stop laughing.

File Attachments

1) [Wierd.JPG](#), downloaded 686 times

 M01 - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



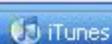
Picked model: c_ag_gdi_mg

DirectInput: Init

F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL

Ready

M08



Subject: Re: Wierd thing in LE
Posted by [_SSnipe_](#) on Tue, 26 Jun 2007 09:22:51 GMT
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lol iv seen that before
