Subject: .Mix map preset problems
Posted by BlazeDragoon on Tue, 21 Jun 2005 19:06:39 GMT
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I've been having a problem with my presets applying with certain things on my .mix map.I do add with temp,and export it right and the map runs and all.The problem is awhile back before I stoped working on it for a bit,is that some of the stuff just does not apply when I change it.An example is like a weapon I added,I went to add a hud icon,didn't work.Also vechile changes don't as well,same with a transition on a vechile.Some things however do apply,like I added a teleporter just today with temp,and played the map and they were there and worked and everything.I can't begin to explain how long I have been trying to figure this out and have come up with nothing,the only thing I could think of is that my temps20.ddb is to big(90kb)   .Any ideas anyone?Thanks in advance:>.