Subject: Re: Which leveledit bugs should I fix next?
Posted by danpaul88 on Sun, 04 Dec 2005 23:42:28 GMT

yes, if its possible it would be nice if you removed the delay caused by creating / pasting things, its annoying having to wait 2/3 secs for something to appear... it does it with the smallest objects usually as well..

I know it probably takes a while loading to .w3d, but surely not that long?