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 373 times

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