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Subject: Level Edit Preset Problem

Posted by [Sanada78](#) on Fri, 17 Oct 2003 16:48:19 GMT

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I was having this problem with the temp presets I'm using for my map. Whenever I temped a preset that uses a model file with a physics type, the settings for that would become altered and instead a set of random settings would appear that seemed to come from other presets.

As you can see, the GDI MP soldier is now a machine gun. :rolleyes:

This is incredibly annoying and basically is preventing me from doing anymore alterations to the presets. I eventually found the problem, I temped in some DSAPO objects a while ago and when I removed them, everything worked again. The thing is, I need these presets, but for some reason they cause this annoying problem. Anyone know how I can get around this?

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Subject: Level Edit Preset Problem

Posted by [YSLMuffins](#) on Sat, 18 Oct 2003 05:12:37 GMT

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I've had this happen a lot...basically your TEMP preset database is corrupted. You could try restarting and try modifying your temp presets again or start fresh again. :-\

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Subject: Level Edit Preset Problem

Posted by [Sanada78](#) on Sun, 19 Oct 2003 16:40:28 GMT

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Dam... if I start it again it'll takes ages to restore what was originally in there, or I'm just to lazy too. Once I remove the DSAPO objects, it works again but still occasionally screws up. I think I'll continue to use it, do everything else first then the DSAPO objects. If that fails, I'll just start it again.

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