

## NWN:EE Public Bugs - Bug #40396

### new toolset - z translations not saving

04/05/2019 11:16 AM - Rags dude

<b>Status:</b> Submitted	<b>Start date:</b> 04/05/2019
<b>Classification:</b> Public Item	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	<b>Category:</b>
<b>Found In Version:</b> 8186	
<b>Description</b> Used a multitude of z translation transformations in an area last night. When loading it back up in the toolset this morning, all of them were unsaved. Other transformations were properly maintained.	

#### History

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**#1 - 04/05/2019 12:09 PM - Bill Harper**

- Status changed from New to Submitted

*Internal Report #40399*

Hi, thanks for the quick report and sorry we missed this one! I confirmed the behavior in the toolset, and have passed the bug along to be analyzed. As soon as we figure out the cause, we'll get it fixed and into the next tools update. Thanks again for letting us know.

**#2 - 06/14/2019 05:43 PM - Victor "virusman" Babenko**

This has been fixed in the new build: [https://forums.beamdog.com/discussion/comment/1076325/#Comment\\_1076325](https://forums.beamdog.com/discussion/comment/1076325/#Comment_1076325)

Thank you!