

# Project Celeste Custom Scenarios

## Bug List

*The following list includes bugs with workarounds for the Editor and Custom Scenarios.*

Bug	Workaround
Glitched Shadows or Graphics	This only happens when using playtest mode. Disable "Smooth Fog of war" in graphics settings
Game Editor does not reveal the entire map after a playtest.	Save and reload your scenario
Game Editor freezes when trying to load my scenario.	Do not use the quick load function. Always load your map using the "load scenario" dialog.
Weird UI glitches/Can't train any units in my custom scenario	Make sure you have created a trigger that runs at the beginning of the game with the effect " <u>__</u> OfflineScenarioInit"
Units have no voice when receiving orders	This only happens when doing a playtest. Use the offline play mode to play your Scenario with working sounds.
UI glitches after changing graphics settings	Restart the scenario
Choice dialog looks weird	This only happens when using playtest. The Choice Dialog will look as intended in Offline Play Mode.
"Game Paused" dialog pops up when showing a SPC note or Choice Dialog	This only happens when using playtest. The "Game Paused" dialog will not show up using Offline Play Mode.
Egyptians/Babylonians have an "Age up" ability in the town center which has no effect	-No workaround available-
Scenario File is too big/Gets corrupted	Make sure that your map is not bigger than 500x500