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Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:21:00 GMT

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quote:Originally posted by SomeRhino:Likely it's a problem with a missing preset. You can check it by renaming you objects.ddb to objects.bkp in you presets folder, and then opening it in leveledit again. After you load the level, you should get an error on what presets are missing, and you need to remove them from the level and replace them with the temp versions.Good troubleshooting technique. I am interested to know if that was what caused the crashing, and if this method was helpful in fixing it. If so, it should definitely be added to any/all troubleshooting FAQs!

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