

---

Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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.

---