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Subject: Major Level Edit issue

Posted by [icedog90](#) on Mon, 13 Sep 2004 00:18:25 GMT

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After working on a level for SWMOD for a few days, all of the sudden Level Edit kept crashing every time I opened the level. I found out that it was the alpha blend by removing it from the material editor, in fact, when I would just turn off Alpha Blend in the "Shader" tab it wouldn't crash.

I've tried everything... I tried resetting the material editor, I tried merging the level into a test level that worked with alpha blending, I tried reinstalling Level Edit, I tried removing everything in the level except the terrain itself, I tried saving it as a different name, I tried importing it into Level Edit as a different name, I tried resetting all of the texture modifiers in Gmax, and the only thing that would work was reverting to an older saved file of the level and applying alpha blend to it. After that I went up every saved Gmax file, testing alpha blend on them, and as soon as I reached the first save I made today, it would crashed Level Edit again. It seems that every save I made in Gmax today somehow doesn't work in Level Edit with alpha blend on.

If anyone would like me to describe how Level Edit crashes, it either gives me a memory error or just closes. And yes, I have plenty of memory.

For my 1.5 years of Renegade level making I have NEVER come across a problem like this.

Can anyone please help me? I wouldn't like to know that I've wasted four hours today.

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