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Subject: Halo38's Teleport Models

Posted by [Cyber030](#) on Tue, 31 May 2005 15:52:32 GMT

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Okay, now I got that working. My next problem is when leveledit freezes up. I put the .w3d in the mod folder for the map, then started leveledit and loaded my map, then made a new Preset in the Objects->Simple Section. After I do that and then click make, it shows up, but when I try to click on it, leveledit crashes. What am I doing wrong?

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