

---

Subject: leveledit crash

Posted by [CodedRiceCracker](#) on Sat, 28 Oct 2006 10:40:44 GMT

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

---

Whenever im in leveledit and try to press "Level Settings", the program crashes. Windows log says it has something to do with d3d8.dll, version: 5.3.2600.2180. It has always worked just fine for me, so i don't know where this comes from.

Another question, is it possible to keep folders inside mix files? Like all westwood maps have a mapname+ folder.

tnx

---