Is there a way to change the rendering device LevelEdit uses after you install? When I reinstalled it, I accidentally chose 16-bit color instead of 24, and now it crashes everytime I try to change it back (View > Change Device) because the device is in use when it's trying to change it, but there's no way that I've found to change it outside of LevelEdit....anyone know?

And reinstalling doesn't do it either, the option doesn't pop up at startup.