
Subject: Re: Bizarre LE (LevelEDIT) crash
Posted by [danpaul88](#) on Mon, 22 Oct 2007 19:00:19 GMT
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I think you have to temp the Orca and change its model name, due to the model name used not actually existing in always.dat. In the temped version change 'vehicles\gdi orca\v_gdi_orca_m.w3d' to 'vehicles\gdi orca\v_gdi_orca.w3d' and it should work.

I seem to remember previous topics about this using that as the solution, I don't know if its the BEST solution though.

EDIT: Oh snap... Oblivion beat me
