1. LevelReEdit gets errors sometimes when the objects.ddb doesnt match with the map.
2. When using C&C_City or C&C_Walls and putting the terrain stuff for upstair stuff, it will make you end up with a map that cant let you buy flying vehs. So be sure to goto Edit->Level Setting and check Allow Flying Vehicles.


If going to Level setting ends up crashing your level editor, then goto the properties of level edit .exe and goto the "Compatbility" tab. There you will see some unchecked boxes. Check the "Disable Visual Themes" and hit Ok. Next time you goto the Level Settings, your level edit wont crash.


Old but eh:P