
Subject: Re: Level Editor issues after 4.0 Beta Install
Posted by [Jerad2142](#) on Mon, 26 Sep 2011 20:02:09 GMT
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Gen_Blacky wrote on Mon, 26 September 2011 12:37 Both the new and old version of leveledit works for me. you need to add the tt binaries to leveledit folder. Renemaed the new version of le to LevelEditTT.exe.

06/26/2002	03:38 PM	5,668,940	LevelEdit.exe
12/01/2010	10:11 PM	5,804,032	LevelEditTT.exe
09/06/2011	04:57 PM	9,216	MemoryManager.dll
12/20/2001	02:26 PM	126,464	Mp3dec.asi
12/20/2001	02:26 PM	350,208	Mss32.dll
12/20/2001	02:26 PM	63,488	Mssfaste.m3d
03/20/2002	04:30 PM	13,824	renegade.xlt
09/06/2011	04:57 PM	1,065,472	shaders.dll
04/26/2002	05:14 PM	65,536	SimpleGraph.exe
09/06/2011	04:57 PM	253,952	ttle.dll

I didn't have to do that and mine is working again.

jhill17 wrote on Mon, 26 September 2011 13:01

I have Reborn installed, and that editor still works, probably just because it wasn't affected by the new scripts release.

I just asked because I'm wondering if the addition of another leveleditor that is using another dir for its always.dat location could be the cause of the normal one no longer working when one installs 4.0, because if this issue was happening to everyone you'd think we'd see a lot more people posting about it.

jhill17 wrote on Mon, 26 September 2011 13:01

Does anybody know how to get LevelEdit to work on XP 64 bit?

I've been running 64 bit windows 7 since it came out and leveleditor has always worked for me, I suppose it could be a uac issue (I always have uac disabled), I've never had to change any compatibility settings for it however.
