
Subject: Re: LE Model Load Crash

Posted by [Gen_Blacky](#) on Wed, 12 Dec 2012 15:05:54 GMT

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Failed to load/find asset when loading a map. The preset selector never popped up just crash when it cant find it.

TimeManager::Update: warning, frame 5705 was slow (67049 ms)

CombatManager::Unload_Level

DialogMgrClass: Flushing dialogs

DialogMgrClass: Flush complete
