
Subject: Re: LE Model Load Crash

Posted by [Gen_Blacky](#) on Wed, 12 Dec 2012 15:38:56 GMT

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jonwil wrote on Wed, 12 December 2012 08:24 Making LE not crash when it cant find a model its looking for is a lot harder than it might seem to an outsider, if it was doable without lots of effort (or lots of risk of new bugs) we would have done it by now.

It always not crashed on those instances. This is a problem a have never experienced before.

Its something that was changed in 4.0.

If the Asset is missing le will tell you and let you pick a new preset.

If the model is missing it should load dummy model or not do anything.

Now I just see this

"No preset for preset.id, removing from level."

Quote:If the Asset is missing le will tell you and let you pick a new preset.

But this was working the other day so not sure whats going on.
