
Subject: Re: LE Model Load Crash

Posted by [Gen_Blacky](#) on Wed, 12 Dec 2012 21:15:04 GMT

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Figured out how to trick LevelEdit into loading the temp presets by Creating the temps then making them into shared presets.

Save the map delete the objects then load it with the temp's.

Causing the preset selector to popup and le automatically selected the correct presets.

Weird why it wasn't loading them.
