
Subject: Leveledit Preset ID Problem

Posted by [Gen_Blacky](#) on Thu, 30 Apr 2015 19:02:20 GMT

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I have a bunch of temp presets and when I try to make a new temp preset It will use an ID that is already being used.

Propagating the model from that preset. It can be a completely different preset type.

I can get a sound that Propagates to a vehicle preset.

Somewhere down the line the auto incrementing ID got screwed up from reinstalling leveledit is there any way I can fix the preset ID scheme or set the ID manually?

There must be a better way then clicking temp 1000 times lol
