
Subject: Re: LevelEdit crashes

Posted by [jonwil](#) on Mon, 07 Nov 2016 14:05:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

At what point does it crash? Does it crash when you select and open the mod package? Does it crash when you go to open the .lvl file?

Does anything get output into the _editorlog.txt file that might indicate the cause of the crash?

What version of scripts are you using?

Do you have any modified files in your Renegade data folder?
