
Subject: Previously unknown LE glitch

Posted by [htmlgod](#) on Wed, 12 May 2004 23:58:15 GMT

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Hey guys, just wanted to drop by and let you know about a LevelEdit glitch I just discovered. It occurs when you have filenames over 15 characters for your w3d models. Like GMAX's w3d exporter, only the first 15 characters of the name are recognized when you open the model in LevelEdit. In this case I was using a model whose meshes all had names under 15 characters, but whose model name was over 15 characters. The model name was door2_finances_rebel.w3d, so the characters of the name that it read were "door2_finances_" ending on the underscore in the name, which prevented the program from accessing the file.

Kind of complex, but perhaps others have had a similar problem, so hopefully this will be of use to some of you.
