
Subject: Level Edit

Posted by [ghost](#) on Sun, 30 Oct 2005 04:34:36 GMT

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Is there a certain amount of memory that im supost to have to run Level edit correctly?

i have 1.5 GHZ

608 Ram

32 Video Card

and when i open level edit and open a map it tends to frezze or give me error messages while i move in that havoc mode.

Subject: Re: Level Edit

Posted by [JeepRubi](#) on Sun, 30 Oct 2005 12:24:24 GMT

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its a flaw. all you have to do when you go into havoc mode is exit it (esc) and re do it.

Subject: Re: Level Edit

Posted by [Naamloos](#) on Sun, 30 Oct 2005 13:15:21 GMT

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I don't get any error messages but I do need to press ctrl+alt+del before I can walk around on a map in Level Edit.

Subject: Re: Level Edit

Posted by [ghost](#) on Sun, 30 Oct 2005 17:41:33 GMT

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so there like a patch to fix this???

so what i do is. when i click on that havoc mods i press esc
but i get the problem when theres alot of things being loaded/view... like when i dropdown from map to the base it frezes.or when i move fast and look at a base it freezes.

all im trying to do is add more base defence to every map
and level edit wont let me

Subject: Re: Level Edit

Posted by [Spice](#) on Sun, 30 Oct 2005 18:05:34 GMT

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It's that video card you got there. You might want to upgrade that.
As soon as leveledit gets a substational ammount of graphic slowdown, it crashes.

Try turning the texture quality in leveledit down. It's under the display tab I think.

Subject: Re: Level Edit

Posted by [ghost](#) on Sun, 30 Oct 2005 21:35:13 GMT

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EXdeath7 wrote on Sun, 30 October 2005 10:05It's that video card you got there. You might want to upgrade that.

As soon as leveledit gets a substational ammount of graphic slowdown, it crashes.

Try turning the texture quality in leveledit down. It's under the display tab I think.

IT WORKED!!

lol thanks alot
