Subject: LE crashes after saving & bad export
Posted by Naamloos on Thu, 05 Jan 2006 18:07:49 GMT
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Everytime I wan't to save my work, LE crashed after doing so. I don't seem to be losing any data but it's very annoying and this didn't happen untill now.

A bigger problem which I think may have something to do with the crashes is that after exporting (both .mix and .pkg), all the map loads in-game is the terrain and a few of the objects I placed (mainly tree's). None of the buildings work and I get spawned at 0,0,0.

Looking at both .mix and .pkg version of my map in XCC Mixer I noticed that the .idd file is "Unknown" instead of "W3D".

Help please!

Subject: Re: LE crashes after saving & bad export
Posted by Kamuix on Sat, 07 Jan 2006 12:14:19 GMT
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Sometimes when your saving a level it will first save the Lvl file which is what you need to load it. Than it fails to save the ldd or lsd. Ussualy this happends to me when i have a charicter buy script and i leave a feild blank.

Try going threw all of the scripts you have set and make sure you didi'nt leave anything blank. For some reason it causes leveledit to crash while saving. I think Jonwil released a version of leveledit that fixes this problem.

Xcc mixer always reads idd files like that.

Hope that helps.

Subject: Re: LE crashes after saving & bad export
Posted by Naamloos on Sat, 07 Jan 2006 20:29:17 GMT
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That fixed the LE crashing problem, thanks for that.

The SAM sites used JFW_Base_Defense_No_Aircraft, (something like that) while I should have used the No_VTOL version instead. The No_VTOL version doesn't ask for exact VTOL vehicle presets.

But now the map crashes after loading about 95%... I think one of the moded presets makes the crash happen but I don't know which exactly. I'll try to find it...

Subject: Re: LE crashes after saving & bad export
Posted by Titan1x77 on Sun, 08 Jan 2006 02:31:33 GMT
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if you modded a preset, just delete the objects.ddb before you load up you mod package.

It will auto generate a new objects.ddb

Subject: Re: LE crashes after saving & bad export
Posted by Naamloos on Sun, 08 Jan 2006 02:55:43 GMT
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Eh, what I mean is that I 'temped' some.

Subject: Re: LE crashes after saving & bad export
Posted by Titan1x77 on Sun, 08 Jan 2006 08:30:35 GMT
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if you temped something it wouldnt cause it to crash...unless it's trying to load a missing .w3d

ex. on maps with advanced humvees the map wouldnt crash until you tried to buy one if i didnt have the v_adv_humveee.w3d file in the mix or data folder

So something is trying to load at startup and crashing...I'd still remove the objects.ddb and let it create a new one and see if that helps.

Subject: Re: LE crashes after saving & bad export
Posted by Naamloos on Sun, 08 Jan 2006 16:32:04 GMT
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The map's objects.ddb is already removed.

However I just noticed a bug in the terrain which I (thought) already fixed a while ago, but somehow it returned. There is a hole that I just can't seem to close, and everytime I fix it by selecting some vertexes (and "grouping" them up to close the hole) , the vertexes I used then ignore all W3D settings... And the hole is still there   (nothing detached)