

---

Subject: Level Edit bug

Posted by [Canadacdn](#) on Fri, 16 Jun 2006 00:40:31 GMT

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

---

Whenever I am editing a unit or something, when I click the little folder icon to select a model etc, the name will never appear in the model name area after I double-click the model from the list. I can sometimes copy and paste the name in, but that does not always work.

I am running that new Level Edit by the way.

Do you have any idea how I could fix this?

---

---

Subject: Re: Level Edit bug

Posted by [Oblivion165](#) on Fri, 16 Jun 2006 00:49:23 GMT

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

---

Make sure the model is in your mod folder, it wont read from any other path.

---

---

Subject: Re: Level Edit bug

Posted by [Canadacdn](#) on Fri, 16 Jun 2006 03:49:29 GMT

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

---

Yes, it's in the Editorcache folder in my mod package folder.

---

---

Subject: Re: Level Edit bug

Posted by [Oblivion165](#) on Fri, 16 Jun 2006 04:14:13 GMT

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

---

Try just placing them in the root directory or in a sub folder named "models". Just something other than what LE uses.

---

---

Subject: Re: Level Edit bug

Posted by [Canadacdn](#) on Sun, 18 Jun 2006 01:12:15 GMT

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

---

Ugh, I am still having the problem.

---