Subject: leveledit crash
Posted by CodedRiceCracker on Sat, 28 Oct 2006 10:40:44 GMT
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Whenever im in leveledit and try to press "Level Settings", the program crashes. Windows log says it has something to do with d3d8.dll, version: 5.3.2600.2180. It has always worked just fine for me, so i don't know where this comes from.

Another question, is it possible to keep folders inside mix files? Like all westwood maps have a mapname+ folder.

tnx

Subject: Re: leveledit crash
Posted by danpaul88 on Sat, 28 Oct 2006 10:42:30 GMT
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Right click the shortcut on the start menu and select properties. Go to the Compatibility tab and tick Disable Visual Themes. Then click OK and start LE again.

LE does not work properly with the XP visual themes.

Subject: Re: leveledit crash
Posted by Jonty on Sat, 28 Oct 2006 12:05:31 GMT
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danpaul88 wrote on Sat, 28 October 2006 11:42LE does not work properly with the XP visual themes.
Really? I've been using it for quite some time on XP with a modified uxtheme.dll and no problems.

Subject: Re: leveledit crash
Posted by CodedRiceCracker on Sat, 28 Oct 2006 12:26:06 GMT
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awesome, all fixed.
question 2 is still open

Subject: Re: leveledit crash
Posted by danpaul88 on Sat, 28 Oct 2006 15:45:03 GMT
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Jonty wrote on Sat, 28 October 2006 13:05danpaul88 wrote on Sat, 28 October 2006 11:42LE does not work properly with the XP visual themes.
Really? I've been using it for quite some time on XP with a modified uxtheme.dll and no problems.

Not quite what I meant. I mean you have to disable XP's default theme on LE or it crashes when you open Level Settings. I don't know if this applies to everyone, but it certinaly affects quite a few people, including me.

As for Q2, yes, folders are fine, just make sure you put the right path in your presets (using the browse button is the easiest way to do that)

Subject: Re: leveledit crash
Posted by Blazea58 on Sun, 29 Oct 2006 09:23:33 GMT
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Good to see this has an awnser behind it as i had noticed my level edit crashing every time i hit level settings, and you wouldn't know how annoying it can be when you just think its a map bug causing it to crash.

Subject: Re: leveledit crash
Posted by YSLMuffins on Sun, 29 Oct 2006 22:20:03 GMT
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cough FAQ *cough.