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Subject: Level Edit

Posted by [CdCyBoRg](#) on Mon, 18 Jun 2007 01:34:41 GMT

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Just want to know, why everytime i make a map, i close level edit, i re-open level edit and try to open the map, it says, the following items could not be added Etc. but the list is blank, i click ok and level edit crashes?

Thanks in advance, stephen.

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Subject: Re: Level Edit

Posted by [CdCyBoRg](#) on Mon, 18 Jun 2007 02:18:49 GMT

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i think i have found my problem. it only crashes when i delete a Terrain object.

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Subject: Re: Level Edit

Posted by [IronWarrior](#) on Mon, 18 Jun 2007 02:20:43 GMT

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CdCyBoRg wrote on Sun, 17 June 2007 20:34 Just want to know, why everytime i make a map, i close level edit, i re-open level edit and try to open the map, it says, the following items could not be added Etc. but the list is blank, i click ok and level edit crashes?

Thanks in advance, stephen.

Your preeets are not being saved, I dont really know what your make up of your level editor folder is, but there should be a file called presets which a file called objects.ddb (this file contains and records all the objects in presets, you change anything in there, it adds to the objects.ddb

But, I dont get what you are doing to make it not record though, unless you are switching files around. :s

Am not very good at explaining this to be honest, lol.

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