
Subject: Invisible Presets on level load-Cause crash
Posted by [Veyrdite](#) on Fri, 11 Jan 2008 03:14:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

When I try to load a level in LE it comes up with the Missing preset window with some no-named presets in it. To know they were there I had to click there, and it highlighted. I tried replacing them all, and not replacing any but every time i click ok LE crashes.
I tried this on The original and Jon Will's version, both have the same problem.

I also discovered something today. After this problem I went into Resource Hack and had a look through the Dialogs, I found dozens of un-used windows that would have made LE much easier to use.

Subject: Re: Invisible Presets on level load-Cause crash
Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 03:19:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I actually have had a similar problem to this before. In my problem what had happened was that a preset in the tree would get replaced with a blank name, and when selected and made, nothing would appear. Everything in the map that was made from that preset had disappeared.

After correcting it replacing it with what it should of been, I saved it and restarted LVL Edit. I come back and the preset once again changed its name to another preset on the tree. I go to change it, and it later comes back however with a second preset. After deleting the duplicate, the original also gets deleted from the preset tree and from the map itself.

I had to restart the entire level edit project because of this seemingly unfixable and repetitive problem.

Subject: Re: Invisible Presets on level load-Cause crash
Posted by [Veyrdite](#) on Fri, 11 Jan 2008 03:22:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe I could convince it with cheat engine. Lol
The amount of maps I've lost to this bug in the past.

EDIT: See attached(Xvid plugin required). I thought that would fix it, but it made I crash even before I load the level. Lol

File Attachments

1) [LE2_fin.avi](#), downloaded 139 times
