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Subject: CLOSED well not closed but dont need no more help on this

Posted by [cpjok](#) on Wed, 23 Jan 2008 01:52:01 GMT

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ok i was makeing my map took about 2 - 3 hours now and i nearly finished it i went to level settings in edit drop down menu and LE crashed i try and open my map again it sayd mp\_Nod\_Refinary is incorrecly linked so i clicked ok as im not useing that and that was only thing to press then i went to open to open my map as i saved it and it wont open and has a ERROR

this is what is dose when i choose mod package

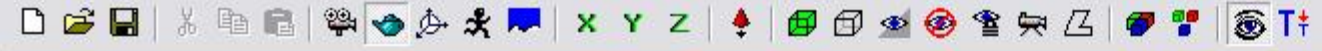
this is what it dose when i open it

i have used a differant Objects.ddb file aswell but dose same thing

### File Attachments

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1) [ss.JPG](#), downloaded 243 times



### LevelEdit MFC Application

**LevelEdit MFC Application has encountered a problem and needs to close. We are sorry for the inconvenience.**

If you were in the middle of something, the information you were working on might be lost.

**Please tell Microsoft about this problem.**

We have created an error report that you can send to us. We will treat this report as confidential and anonymous.

To see what data this error report contains, [click here](#).

Send Error Report

2) [ssl.JPG](#), downloaded 240 times

**Preset Error**

 Preset " is incorrectly linked as a child of 'mp\_Nod

OK

Loading preset library...

this report as confidential and anonymous.

To see what data this error report contains, [click here](#).

Send Error Report

Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [GEORGE ZIMMER](#) on Wed, 23 Jan 2008 02:49:14 GMT  
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Good ol' level edit crashes.

Anyways, the only thing I can figure, is you dragged it somewhere where it shouldn't be. Or you deleted the preset, or something.

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Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [IronWarrior](#) on Wed, 23 Jan 2008 03:12:35 GMT  
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You should always make backsup every 30 minutes or so.

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Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [cpjok](#) on Wed, 23 Jan 2008 04:15:46 GMT  
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all i did was click edit go to level settings and clicked that

but now i started again anyway

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Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [renalpha](#) on Wed, 23 Jan 2008 06:28:51 GMT  
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lol, seems you changed the mesh name,  
were you duplicating buildings?

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Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [Veyrdite](#) on Wed, 23 Jan 2008 09:40:58 GMT  
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If it crashes when you try and load the map, then export to mix and try the mix-to-LE program.

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Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [cpjok](#) on Wed, 23 Jan 2008 10:45:21 GMT  
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ye i was i made one in nod ref called Ref\_2\_NOD and one in GDI ref called Ref\_2\_GDI

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Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [Jerad2142](#) on Fri, 25 Jan 2008 06:36:55 GMT  
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Your booting two copies of level editor at the same time.

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Subject: Re: Why Tte F\*\*k did this happen plz help  
Posted by [danpaul88](#) on Fri, 25 Jan 2008 14:02:35 GMT  
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Also to fix the crash on opening level/background settings right click the shortcut to LE, choose properties, go to compatibility tab and tick 'Disable Visual Themes'.

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