Subject: CLOSED well not closed butdont need no more help on this
Posted by cpjok on Wed, 23 Jan 2008 01:52:01 GMT

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 incorrectly 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
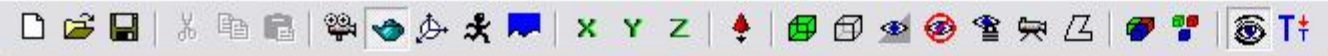
this is what it dose when i open it

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

File Attachments
1) ss.JPG, downloaded 407 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

LevelEdit MFC Application

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

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

Please tell Microsoft about this problem.

We have created an error report that you can send to us. We this report as confidential and anonymous.
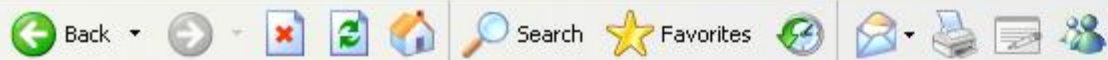
To see what data this error report contains, click here.

Send Error Report

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_Snow-Lake\vehicles\V_BlurBlade.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_Snow-Lake\vehicles\gdi chinook\V_GDI_transport.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C_Snow-Lake\vehicles\V_GDI_transport.tga

2) ss1.JPG, downloaded 400 times

File   Edit   View   Favorites   Tools   Help

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File   Edit   View   Object   Vis   Pathfinding   Lighting   Sounds   Camera   Strings   Presets

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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 Repor

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.

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.

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

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?

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.

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

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.

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'.