Subject: Level Edit Crash
Posted by r34ch on Thu, 07 Aug 2008 22:53:24 GMT

I've used search and read the FAQ, including disabling themes. No luck.

I'm running Vista x32 Home Prem SP1.
4 Gigs Ram
256 8600M GT
2Ghz Dual Core
Dell 1720 inspiron laptop

When i try and run jonwils Level edit (either the APB version or modded ren version) the application loads to this point - 'Initializing combat engine' - And then the app proceeds to freeze and crash. I cannot get into the application at all.

I know people are running LE on vista, so are there any clues as to what this problem could be? I've installed a dx9 redist file which helped an error on max 8, but not this.

Could this issue be a graphics card driver related issue? Perhaps an older driver would help? I hope not, as my laptop has only two vista drivers :/

Any help would be great.
Cheers, r34ch

Subject: Re: Level Edit Crash
Posted by r34ch on Wed, 13 Aug 2008 22:58:59 GMT

EDIT: Solution found. Edited Registry entry's path and installpath to the proper location.

Subject: Re: Level Edit Crash
Posted by Canadacdn on Thu, 14 Aug 2008 20:43:19 GMT

LevelEdit loves to crash, here's some more things NOT to do. (Unless you like reloading LE several times)

-Don't leave any fields empty when putting scripts on an object

-Don't edit too many presets too quickly, it sometimes makes LE crash

Remember, when you save the map, it DOES NOT save changes to presets. Changes to presets are only saved when you export the map or exit LE.

Subject: Re: Level Edit Crash
Posted by mrÃ£Ã§Ä·z   on Thu, 14 Aug 2008 20:44:34 GMT
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Maybe TT could fix some bugs in LE?