
Subject: level edit error

Posted by [JsxKeule](#) on Sun, 08 Mar 2009 20:35:58 GMT

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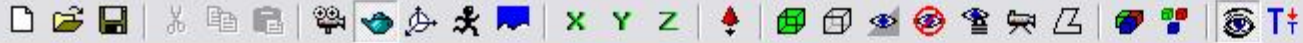
why my level edit wont work

when i try to open a map my LE crashes and i asked whether i want to send a report to microsoft or something like this

what is the problem

File Attachments

1) [Unbenannt.JPG](#), downloaded 120 times



Missing Presets



The following objects were removed from the level because their preset was missing. You can remap these objects to a different preset by double-clicking on the object name below. Where possible, a best guess is entered by default.

Removed

Objec

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LevelEdit MFC Application

LevelEdit MFC Application hat ein Problem festgestellt und muss beendet werden.

Falls Sie Ihre Arbeit noch nicht gespeichert hatten, können Daten möglicherweise verloren gegangen sein.

Dieses Problem bitte auch an Microsoft berichten.
Ein Problembenachrichtigung, den Sie uns senden können, wurde erstellt. Wir werden diesen Bericht vertraulich und anonym bearbeiten.

Um zu sehen, welche Daten Ihr Bericht enthält, [klicken Sie hier](#).

Default.1300000548
Default.1300000547
Default.1300000546

No preset for Default.1300000475, removing from level.
No preset for Default.1300000476, removing from level.
No preset for Default.1300000477, removing from level.

Subject: Re: level edit error
Posted by [Gen_Blacky](#) on Sun, 08 Mar 2009 21:32:19 GMT
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map is trying load presets that aren't in the objects file that is why it is crashing.

You need need to make level edit open the always.dat there is a tutorial on renhelp to fix this.

Subject: Re: level edit error
Posted by [JsxKeule](#) on Sun, 08 Mar 2009 21:56:31 GMT
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im not the smartest person
and i dont find tutorial on renhelp
so can you explain me step for step pls

Subject: Re: level edit error
Posted by [Gen_Blacky](#) on Sun, 08 Mar 2009 21:57:28 GMT
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<http://www.renhelp.net/index.php?load=7>

Subject: Re: level edit error
Posted by [JsxKeule](#) on Sun, 08 Mar 2009 22:16:20 GMT
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it works lol
thx for the help

Subject: Re: level edit error
Posted by [DeathC200](#) on Sun, 08 Mar 2009 23:06:02 GMT
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ok thanks i have been meaning how to do this for a while thanks for the tips as well
