

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

1) [ss.JPG](#), downloaded 866 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 874 times



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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

You should always make backup 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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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  
[View Forum Message](#) <> [Reply to Message](#)

---

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'.

---