Subject: CLOSED well not closed butdont 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 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

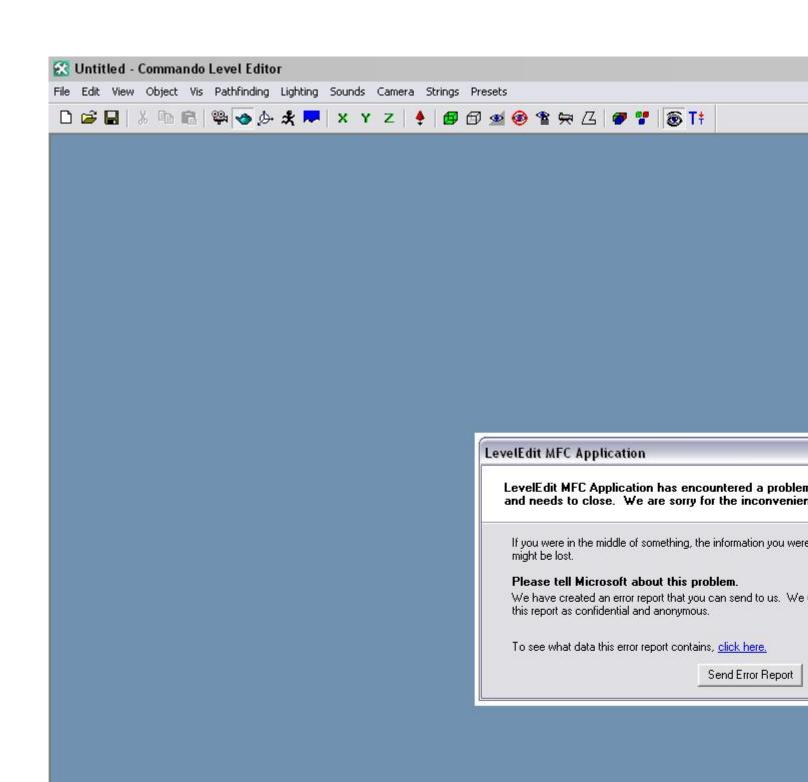
this is what it dose when i open it

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

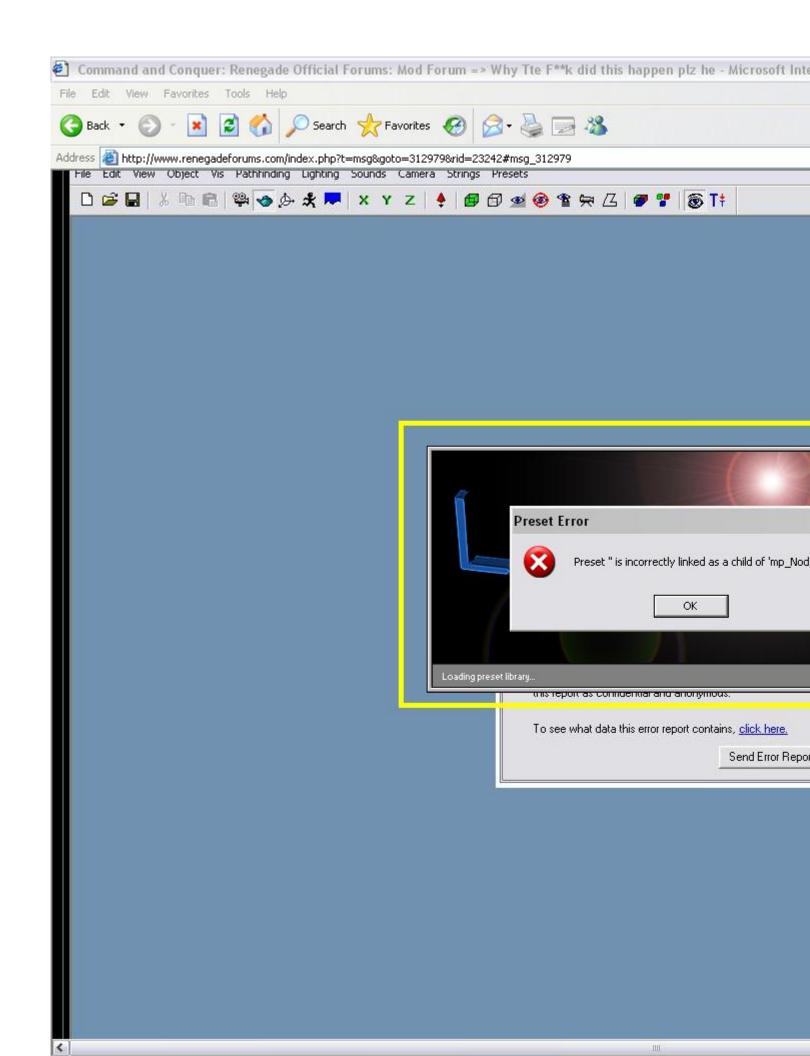
File Attachments
1) ss.JPG, downloaded 505 times

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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 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'.