

---

Subject: level edit error

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

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

---

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

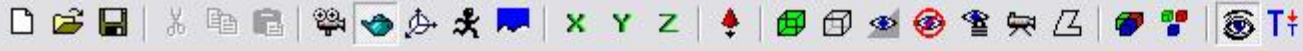
what is the problem

---

### File Attachments

1) [Unbenannt.JPG](#), downloaded 453 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 in the list below. Where possible, a best guess is entered by default.

Remove

Object

Default.1300000475

Default.1300000476

Default.1300000477

Default.1300000478

Default.1300000479

Default.1300000480

Default.1300000481

Default.1300000482

Default.1300000483

Default.1300000484

Default.1300000485

Default.1300000486

Default.1300000487

Default.1300000488

Default.1300000489

Default.1300000490

Default.1300000491

Default.1300000492

Default.1300000493

Default.1300000494

Default.1300000495

Default.1300000496

Default.1300000497

Default.1300000498

Default.1300000499

Default.1300000500

Default.1300000501

Default.1300000502

Default.1300000503

Default.1300000504

Default.1300000505

Default.1300000506

Default.1300000507

Default.1300000508

Default.1300000509

Default.1300000510

Default.1300000511

Default.1300000512

### 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 Problembericht, 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](#).

Problembericht senden

OK

Cancel

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

---

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

---

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

---

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

---

it works lol  
thx for the help

---

---

Subject: Re: level edit error  
Posted by [DeathC200](#) on Sun, 08 Mar 2009 23:06:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok thanks i have been meaning how to do this for a while thanks for the tips as well

---