
Subject: Leveledit Preset ID Problem

Posted by [Gen_Blacky](#) on Thu, 30 Apr 2015 19:02:20 GMT

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I have a bunch of temp presets and when I try to make a new temp preset It will use an ID that is already being used.

Propagating the model from that preset. It can be a completely different preset type.

I can get a sound that Propagates to a vehicle preset.

Somewhere down the line the auto incrementing ID got screwed up from reinstalling leveledit is there any way I can fix the preset ID scheme or set the ID manually?

There must be a better way then clicking temp 1000 times lol

Subject: Re: Leveledit Preset ID Problem

Posted by [roszek](#) on Thu, 30 Apr 2015 21:20:04 GMT

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This happens to me when I have a lot of temps and if I remove some then I can add temps again almost seems like there is a limit but not sure.

Subject: Re: Leveledit Preset ID Problem

Posted by [Gen_Blacky](#) on Thu, 30 Apr 2015 21:49:26 GMT

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I found it in the registry

HKEY_CURRENT_USER\Software\Westwood Studios\LevelEdit\Config\TempID

Its a hexadecimal value so I didn't notice it before. lol
