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Subject: Re: leveledit 1.0.0.4 is out

Posted by [Oblivion165](#) on Thu, 29 Dec 2005 13:54:51 GMT

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Well all i know is ive had that same LE for months and months without problem. Also, when i make a new mod it doesnt put the scripts in for me. Do i need to put them next to the .exe or something?

Also as you know even 1 off byte can create memory leaks. I assume you used several ResHackers and HexEditors?

and the last thing to report is that it doesnt end for me either. When i close it, it remain in the background. I have to end it from my process list.

I hope all of this is just me. You went to ALOT of work.

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