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Subject: LE crashes after saving & bad export

Posted by [Naamloos](#) on Thu, 05 Jan 2006 18:07:49 GMT

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Everytime I want to save my work, LE crashed after doing so. I don't seem to be losing any data but it's very annoying and this didn't happen untill now.

A bigger problem which I think may have something to do with the crashes is that after exporting (both .mix and .pkg), all the map loads in-game is the terrain and a few of the objects I placed (mainly tree's). None of the buildings work and I get spawned at 0,0,0.

Looking at both .mix and .pkg version of my map in XCC Mixer I noticed that the .idd file is "Unknown" instead of "W3D".

Help please!

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