
Subject: Re: LE crashes after saving & bad export
Posted by [Kamuix](#) on Sat, 07 Jan 2006 12:14:19 GMT
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Sometimes when your saving a level it will first save the Lvl file which is what you need to load it. Than it fails to save the ldd or lsd. Ussualy this happends to me when i have a charicter buy script and i leave a feild blank.

Try going threw all of the scripts you have set and make sure you didi'nt leave anything blank. For some reason it causes leveledit to crash while saving. I think Jonwil released a version of leveledit that fixes this problem.

Xcc mixer always reads idd files like that.

Hope that helps.
