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Subject: Lvl editor problem

Posted by [R315r4z0r](#) on Wed, 08 Mar 2006 22:03:35 GMT

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Last week I wanted to work on some maps I have, so I opened the level editor up and opened the package it was in. But As soon as it loaded, It crashed! I figured that It was a problem with the map, so I tried another map... but the same thing happened.

So what I did next was I created a new mod package, and then loaded it. And it worked fine. But then I noticed that All the presets were missing. They had the folders, just not the contents... like the W3Ds.

So What I did, I went to put the objects.ddb and conv10.cdb from another map, into the preset folder of the new mod package... but when I got to the folder, the only Folders in their was 'Editor Cache' and 'Levels' So apparently something is wrong with that.

Next, I made all the necessary folders (Presets, Always, ect.) and filled them with the files from the other folders there had in other maps... and when I loaded it, all the preset trees were fine, and back to normal... BUT it crashed!

I'm going in circles here! What do I do?

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