Lemme take a look.
Out of curiousity, how many presets did you add (counting soundfiles maybe)? As temps? What does leveledit say when you reach the max? I remember leveledit started to cry about "recursive presets errors" when i was temping sounds like crazy.

I believe it happened when the ID of a new preset collided with an existing one. They seem unorganized as hell. New presets fill up random gaps in the numbering. Wich just asks for bugs to show up. If only it was possible to reset and resort the IDs in one straight line, counting up. I bet that would help.

So far:
- Sounds>Multiplayer (a few unused sounds there)
- Sounds>Weapons>Ejected Casings (is unused)
- Sounds>Vehicles>SFX.Surface_Effects (some are unused, puzzle through surface_effects.ini to find out wich ones, i forgot)
- That's really quite it... Sounds>Dialog contains a lot, but is in use by SP.

Offtopic: Meh, just found some Ren2 remains under Tile>Artist Test...
cityruin
scavbridge (shitbrdge.w3d lol)
recycinter

I noticed it might be easier to do this over msn instead of updating posts every 10 seconds lol...