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Subject: Re: Invisible Presets on level load-Cause crash

Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 03:19:41 GMT

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I actually have had a similar problem to this before. In my problem what had happened was that a preset in the tree would get replaced with a blank name, and when selected and made, nothing would appear. Everything in the map that was made from that preset had disappeared.

After correcting it replacing it with what it should of been, I saved it and restarted LVL Edit. I come back and the preset once again changed its name to another preset on the tree. I go to change it, and it later comes back however with a second preset. After deleting the duplicate, the original also gets deleted from the preset tree and from the map itself.

I had to restart the entire level edit project because of this seemingly unfixable and repetitive problem.

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