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Subject: CLOSED well not closed but dont need no more help on this

Posted by [cpjok](#) on Wed, 23 Jan 2008 01:52:01 GMT

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ok i was makeing my map took about 2 - 3 hours now and i nearly finished it i went to level settings in edit drop down menu and LE crashed i try and open my map again it sayd mp\_Nod\_Refinary is incorrecly linked so i clicked ok as im not useing that and that was only thing to press then i went to open to open my map as i saved it and it wont open and has a ERROR

this is what is dose when i choose mod package

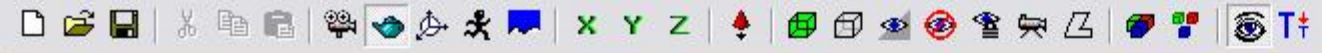
this is what it dose when i open it

i have used a differant Objects.ddb file aswell but dose same thing

### File Attachments

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1) [ss.JPG](#), downloaded 810 times



**LevelEdit MFC Application**

**LevelEdit MFC Application has encountered a problem and needs to close. We are sorry for the inconvenience.**

If you were in the middle of something, the information you were working on might be lost.

**Please tell Microsoft about this problem.**  
We have created an error report that you can send to us. We will treat this report as confidential and anonymous.

To see what data this error report contains, [click here](#).

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C\_Snow-Lake\vehicles\W\_BlurBlade.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C\_Snow-Lake\vehicles\gdi\_chinook\W\_GDI\_transport.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C\_Snow-Lake\vehicles\W\_GDI\_transport.tga

2) [ssl.JPG](#), downloaded 809 times

**Preset Error**

 Preset " is incorrectly linked as a child of 'mp\_Nod

OK

Loading preset library...

this report as confidential and anonymous.

To see what data this error report contains, [click here](#).

Send Error Report