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Subject: Re: Level Edit Crash

Posted by [Canadacdn](#) on Thu, 14 Aug 2008 20:43:19 GMT

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LevelEdit loves to crash, here's some more things NOT to do. (Unless you like reloading LE several times)

-Don't leave any fields empty when putting scripts on an object

-Don't edit too many presets too quickly, it sometimes makes LE crash

Remember, when you save the map, it DOES NOT save changes to presets. Changes to presets are only saved when you export the map or exit LE.

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