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Subject: Re: LE crash...urgent

Posted by [saberhawk](#) on Mon, 09 Feb 2009 19:34:01 GMT

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rrutk wrote on Sun, 08 February 2009 08:08...want to complete version 0.31b with bugfixes and forgotten beacons

made purchase terminals for the beacons in renx.  
set them up in LE.

I make the preset. but as soon as I click it with the mouse to positionize it, LE crashes. before it gaves something like "dynobj != null" ????

had the same problem after setting up a absolute simple object (a little red ball) -> crash.

dont know why

Bad physics type for that type of object. Try DecorationPhys

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