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Subject: LE Model Load Crash

Posted by [Gen\\_Blacky](#) on Wed, 12 Dec 2012 14:37:03 GMT

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I keep getting errors like this In me LE log.

If the Asset is missing le will tell you.

If the model is missing it should load dummy model or not do anything.

```
F:\Projects\Renegade\Code\wwphys\pscene.cpp (413) Assert: newobj->Peek_Model() != NULL
```

```
PhysicsSceneClass::Add_Dynamic_Object
```

Le is trying to find\load a powerup .w3d file. While loading a map.

Looks for the model in folder that's assigned in the preset, then looks in the mod folder, then the main le folder.

Powerup spawner on the map.

Adding missing models obviously fixes the problem. But it should not crash if they are missing. Only if the preset is missing and no new preset is assigned.

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