Subject: Too many LevelEdit crashs...
Posted by TimeFX on Wed, 14 Jan 2004 22:40:15 GMT

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Thanks for your answer.
I didn't list them in the order I use them - just posted which functions are crashing.

I tried in your order - but not working
Still crashes at "Pathfinding > Generate Sectors".
(I see that he starts pathfinding with "compressing sectors" and not with "floodfilling world" oO)

TimeFX