
Subject: Enabling Flying vehicles in LE
Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 20:46:59 GMT
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Yo, I used to enable flying vehicles in LevelEdit by clicking on 'Edit' and then 'Level Settings'.

But when I click on Level Settings LE suddenly crashes.. I already tried reinstalling it and also tried doing it with the LE version of Jonwil, without succes.

Is there any other way to enable vehicles to your map?

Subject: Re: Enabling Flying vehicles in LE
Posted by [mrÅ£ÄŞÄ-z](#) on Wed, 07 Jan 2009 21:08:11 GMT
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You need to edit the Purchase List somewhere but i forgot where to Edit it, you cant use "level Settings" it always crash. LE = Fail.

Subject: Re: Enabling Flying vehicles in LE
Posted by [Spyder](#) on Wed, 07 Jan 2009 21:10:01 GMT
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Do this:

- Right click leveledit.exe
- Go to 'Properties'
- Go to 'Compatibility'
- Check 'Disable all visual themes for this application.'

It's a known bug, this should fix it.

Subject: Re: Enabling Flying vehicles in LE
Posted by [Di3HardNL](#) on Wed, 07 Jan 2009 21:12:35 GMT
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Thanks alot nero

Subject: Re: Enabling Flying vehicles in LE
Posted by [Spyder](#) on Wed, 07 Jan 2009 21:13:43 GMT
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Geen dank

(English: You're welcome)
