
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.

Subject: Re: LE Model Load Crash
Posted by [Gen_Blacky](#) on Wed, 12 Dec 2012 15:05:54 GMT
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Failed to load/find asset when loading a map. The preset selector never popped up just crash when it cant find it.

```
TimeManager::Update: warning, frame 5705 was slow (67049 ms)  
CombatManager::Unload_Level  
DialogMgrClass: Flushing dialogs  
DialogMgrClass: Flush complete
```

Subject: Re: LE Model Load Crash
Posted by [Good-One-Driver](#) on Wed, 12 Dec 2012 15:22:29 GMT
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Same here LE wont even start up for me anymore...

Subject: Re: LE Model Load Crash
Posted by [jonwil](#) on Wed, 12 Dec 2012 15:24:16 GMT
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Making LE not crash when it cant find a model its looking for is a lot harder than it might seem to an outsider, if it was doable without lots of effort (or lots of risk of new bugs) we would have done it by now.

Subject: Re: LE Model Load Crash
Posted by [Gen_Blacky](#) on Wed, 12 Dec 2012 15:38:56 GMT
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jonwil wrote on Wed, 12 December 2012 08:24 Making LE not crash when it cant find a model its looking for is a lot harder than it might seem to an outsider, if it was doable without lots of effort (or lots of risk of new bugs) we would have done it by now.

It always not crashed on those instances. This is a problem a have never experienced before.

Its something that was changed in 4.0.

If the Asset is missing le will tell you and let you pick a new preset.

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

Now I just see this
"No preset for preset.id, removing from level."

Quote:If the Asset is missing le will tell you and let you pick a new preset.

But this was working the other day so not sure whats going on.

Subject: Re: LE Model Load Crash
Posted by [Gen_Blacky](#) on Wed, 12 Dec 2012 16:11:12 GMT
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Has something to do with my temps file that has the presets that are missing.

Le cant seem to automatically find and load those temps properly.

Subject: Re: LE Model Load Crash
Posted by [Gen_Blacky](#) on Wed, 12 Dec 2012 21:15:04 GMT
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Figured out how to trick LevelEdit into loading the temp presets by Creating the temps then making them into shared presets.

Save the map delete the objects then load it with the temp's.

Causing the preset selector to popup and le automatically selected the correct presets.

Weird why it wasn't loading them.
