
Subject: LevelEdit crashes

Posted by [\[-HOH-\]szymek777](#) on Mon, 07 Nov 2016 11:50:13 GMT

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My map doeasn't want to open. "LevelEdit MFC Application stopped working"

Subject: Re: LevelEdit crashes

Posted by [jonwil](#) on Mon, 07 Nov 2016 14:05:31 GMT

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At what point does it crash? Does it crash when you select and open the mod package? Does it crash when you go to open the .lvl file?

Does anything get output into the _editorlog.txt file that might indicate the cause of the crash?

What version of scripts are you using?

Do you have any modified files in your Renegade data folder?

Subject: Re: LevelEdit crashes

Posted by [\[-HOH-\]szymek777](#) on Mon, 07 Nov 2016 14:18:53 GMT

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So..

1. Crashes when i want to open level not package
2. Log file in the attachment. Last line i think says something about coding
3. 4.3 RC1
4. My other maps and interface skins so its blue

File Attachments

1) [_editorlog.txt](#), downloaded 283 times

Subject: Re: LevelEdit crashes

Posted by [jonwil](#) on Mon, 07 Nov 2016 20:33:21 GMT

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Can you post the mod package (and level) that is crashing?

Subject: Re: LevelEdit crashes

Posted by [\[-HOH-\]szymek777](#) on Mon, 07 Nov 2016 21:14:52 GMT

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My map

Subject: Re: LevelEdit crashes

Posted by [jonwil](#) on Mon, 07 Nov 2016 21:38:09 GMT

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What leveledit version are you using? The one from the scripts download page? (if you aren't using that one you should be)

I suggest deleting the scripts.dll from your mod folder, you dont need scripts.dll there anymore with the new editor that goes with the scripts (it reads scripts.dll from the game folder)

That said, I tried the level file myself and I dont know why its crashing. Its possible you just have a corrupt .lvl file unfortunately (no I dont know how to fix it).

Subject: Re: LevelEdit crashes

Posted by [\[-HOH-\]szymek777](#) on Tue, 08 Nov 2016 09:36:07 GMT

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What about last line in log file? What does it mean?
