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Subject: CLOSED well not closed butdont need no more help on this

Posted by [cpjok](#) on Wed, 23 Jan 2008 01:52:01 GMT

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ok i was makeing my map took about 2 - 3 hours now and i nearly finished it i went to level settings in edit drop down menu and LE crashed i try and open my map again it sayd mp\_Nod\_Refinary is incorrectly linked so i clicked ok as im not useing that and that was only thing to press then i went to open to open my map as i saved it and it wont open and has a ERROR

this is what is dose when i choose mod package

this is what it dose when i open it

i have used a differant Objects.ddb file aswell but dose same thing

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#### File Attachments

- 1) [ss.JPG](#), downloaded 707 times

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## Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



### LevelEdit MFC Application

LevelEdit MFC Application has encountered a problem and needs to close. We are sorry for the inconvenience.

If you were in the middle of something, the information you were working on might be lost.

**Please tell Microsoft about this problem.**

We have created an error report that you can send to us. We consider this report as confidential and anonymous.

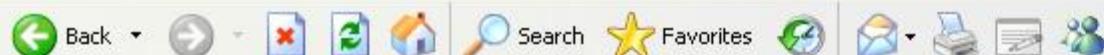
To see what data this error report contains, [click here.](#)

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Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C\_Snow-Lake\vehicles\W\_BlurBlade.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C\_Snow-Lake\vehicles\gdi chinook\W\_GDI\_transport.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\C&C\_Snow-Lake\vehicles\W\_GDI\_transport.tga

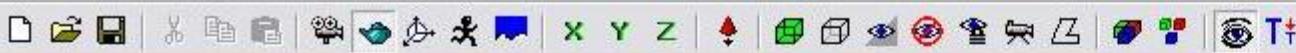
2) [ss1.JPG](#), downloaded 693 times

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