Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Wed, 07 Jul 2004 23:46:02 GMT
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Ok, the "play sound" option (click the preset then click play sound) is broken and should not be used. I cant fix it without leveledit source code (more specificly, it only plays sound files that are loose in the mod folder and even then it crashes somewhere)

Also, the bug "Tooltips for buttons under the preset tree window are wrong" is fixable but it would take so much effort without source code (finding space to insert the new tooltip strings and then adding the right code) that its not worth it.

And I fixed the "Clicking the little close box in the mod package window causes leveledit to output garbage files to its own folder" bug (by turning the little close box off

I also have a fix (a work-around actually but its as good as we are going to get without source code) for the 800x600 vechicle transition editor bug. As long as you dont have anything other than leveledit horizontally (i.e. leveledit is maximized and takes up the whole 800 pixels accross), all you need to do to get it to work is to click on the border around the edit box at the bottom and drag it. It will then turn into a floating toolbar. The editor windows will now work properly. The bug is actually caused because the transition editor rendering widget is larger than the main window rendering widget (to understand why this is a problem you would need to know about Direct3D Depth Stencil buffers)

the "Sometimes when you switch back to leveledit, it doesnt repaint properly" bug is not really something I can fix without source code.

Same with the "Clicking on a mesh of type "skin" in w3dview mesh drop-down crashes w3dview" bug, thats also probobly not fixable without source code.

"Exporting a mod package should not export scripts.dll" looks like another thing I cant fix.
ditto for "Creating a new mod package should copy scripts.dll and scripts2.dll to the mod folder"
And also the thing with script parameters being blank and crashes that result, I cant fix that either.

Also, the random crashes (various crashes in leveledit that cant be easily reproduced e.g. when using leveledit for a while) are probobly related to a memory leak or some other "out of resources" condition and therefore I cant fix them.

And the heightfield dialog stuff (not appearing in the drop-down for example) I cant fix either.

The fixes that I have done (I may do more if I can find more things to fix that are possible without source code) can be downloaded here:
http://gloryfades.black-cell.net/lefixes.zip (dont mind the URL, it was just the first place where I was offered hosting for the file)