Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Fri, 09 Jul 2004 12:59:21 GMT

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the bug with clicking "make" on certain things (specificly the C&C mode versions of the orca, apache, transport helicoptor and APC) was caused because:
A.those vechicles use w3d files that are not in always.dat, only in always2.dat
B.always2.dat wasnt loaded, therefore leveledit wasnt able to find the w3d file.
and C.when leveledit couldnt find the w3d file, it crashed.

However, it doesnt crash anymore. And it reads from always2.dat.