Subject: leveledit 1.0.0.5 is out
Posted by jonwil on Tue, 03 Jan 2006 13:09:45 GMT
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Download http://users.tpgi.com.au/adsloptd/leveledit.zip and use it.

It contains everything in leveledit 1.0.0.4:
 http://www.renegadeforums.com/index.php?t=msg&th=17962&a mp;start=0&rid=40

Plus the following new changes:
1.put back the include files option on the edit menu (I believe you could use it to force files to be pulled into a mix file that arent being pulled in)
2.put back the import data and export data options on the pathfind menu (since they work and are usefull for something)
3.put back the import, import sunlight and export options on the lighting menu because they seem usefull and they seem to work.
and 4.Swapped the loadorder of always.dat and always.dbs (I changed them around in 1.0.0.4 thinking that changing them around would match renegade when in fact they were right the first time

Hopefully this new release should be an improvement over 1.0.0.4