Subject: leveledit bugs to fix/feature ideas
Posted by jonwil on Mon, 19 Apr 2004 17:26:18 GMT
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I am looking into the fesability of fixing some bugs in leveledit by doing a binary patch for leveledit.exe (much like the emoticons fix for game.exe).

So far, the things I have come up with to look into are:
1.disable all menu options etc that dont work anymore

2.enable some of the menu options from that hidden menu (but not all of them since some of them are useless)

3.make writing out a *.mix map only write the mix file and not always.dbs and such (I lost count of how many times I accidently messed up my ren folder because of that)

4.make leveledit read always2.dat

5.fix the crash when you try to create a preset and leveledit cant find the w3d file

6.fix the errors that occur with the "vechcile transition" editor and the "door trigger" editor on people running with 800x600 as display resolution

7.fix the crash when you exit w3dview

8.look into other things that make w3dview crash, plus bugs in w3dviwew

Anyone know of any other features or bugs for me to consider for this binary patch?

Subject: leveledit bugs to fix/feature ideas
Posted by TheKGBspy on Mon, 19 Apr 2004 17:52:24 GMT
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i have a question:

what the "ok & propagate" button does? because there is a bug when you modify a preset in the lvledit (adding scripts), the object already on maps dont update.. i need to remove them from the map, and re-add them to the map.

- a fix when you add an apache to your map... there is a lvledit crash.

Subject: leveledit bugs to fix/feature ideas
Posted by Sanada78 on Mon, 19 Apr 2004 18:26:00 GMT
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There's one thing I'd liked to see fixed, if it's possible.

I don't know what causes it, but sometimes the temps20.ddb corrupts. When you temp an object and open up it's properties, the contents is all messed up and it displays information on another object in the database.

E.g.

Say I temp CnC_Medium_Tank and view it's properties, I get the properties on the CnC_Nod_Turret instead.

This also causes problems when loading the database again. Some presets arn't linked and need to be named again.

It doesn't always happen, but when it does, it ruins the whole database meaning you have to start from scratch. On some rare occassions, it stops and you can continue working, but it usually comes back.

Subject: leveledit bugs to fix/feature ideas
Posted by Deactivated on Mon, 19 Apr 2004 18:50:58 GMT
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TheKGBspyi have a question:
what the "ok & propagate" button do?

Applies the settings to all subobjects.

Subject: leveledit bugs to fix/feature ideas
Posted by TheKGBspy on Mon, 19 Apr 2004 22:18:17 GMT
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yay tanx for the info.. this will be very usefull

btw there is another bug, when click the mod button, all the editbox, scroolbox.. and such are screwed. i need to close the property box, and repress mod to see if it will be ok this time.

Subject: leveledit bugs to fix/feature ideas
Posted by Oblivion165 on Mon, 19 Apr 2004 22:57:58 GMT
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a copy like this is already in circulation.

Subject: leveledit bugs to fix/feature ideas
Posted by IRON FART on Mon, 19 Apr 2004 23:13:31 GMT
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Bianary patch?

Subject: leveledit bugs to fix/feature ideas
Posted by Blazer on Mon, 19 Apr 2004 23:51:29 GMT
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oblivion165a copy like this is already in circulation.

Can you be a little more vague?

Subject: leveledit bugs to fix/feature ideas
Posted by Oblivion165 on Tue, 20 Apr 2004 00:24:44 GMT
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yeah it was a patch, i remeber it just being a small alauncher, and it launched the program once,
then it fixed it so it would do it on its own, i figured someone around here had to have it.

i cannot be any more vague.

Subject: leveledit bugs to fix/feature ideas
Posted by jonwil on Tue, 20 Apr 2004 01:35:04 GMT
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thanks for the info.

The bug with the apache is a combination of 2 bugs listed above.

Subject: leveledit bugs to fix/feature ideas
Posted by Dante on Thu, 22 Apr 2004 05:59:06 GMT
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see the other thread on how to fix that, you can patch the level edit the same way as the
game.exe, since le is just the game without networking, and some extra gui

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