Subject: Unlocking LevelEdit
Posted by Oblivion165 on Wed, 22 Jun 2005 20:06:58 GMT

Currently im working on unlocking some of the features that they took out in LE. This isnt the most amazing thing, but it has potential.

So far the things to report are:

Working Strings Export/Import.
Conversation Editor (this may already be in there, but i never saw it)

Anyway, there are some more stuff in there, most wont find it interesting that are not programmers.

Im still havent unlocked the feature i started this for. There is a light tool that they used on all of westwood maps to give it a great look. Bah, ill find it.

http://www.uploadhut.com/upload/173863.rar?00.00.00.00

Subject: Re: Unlocking LevelEdit
Posted by YSLMuffins on Thu, 23 Jun 2005 01:07:49 GMT

They used this very expensive Lightscape editor. You won't find it in level edit.

Subject: Re: Unlocking LevelEdit
Posted by Aircraftkiller on Thu, 23 Jun 2005 01:45:27 GMT

No, what they did was use the 3D Studio Max W3D plugin. After that, they used Lightscape to render the scenes and apply the textures inside of the plugin, which then exported the file to W3D format with the associated Lightscape lighting textures.

Subject: Re: Unlocking LevelEdit
Posted by YSLMuffins on Thu, 23 Jun 2005 02:33:40 GMT

The process still confuses me, but I'm jealous of...whatever they did with the lighting. I would have loved that tool back in the day. :dreamy:

lol

Subject: Re: Unlocking LevelEdit
Posted by Oblivion165 on Thu, 23 Jun 2005 03:52:54 GMT
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Well i want this thing, its got to do something.

Subject: Re: Unlocking LevelEdit
Posted by WNxCABAL on Thu, 23 Jun 2005 11:15:38 GMT
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Can you enable the fullscreen feature in w3d viewer?

Subject: Re: Unlocking LevelEdit
Posted by Titan1x77 on Thu, 23 Jun 2005 11:17:52 GMT
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Good luck, I'd like to see some of those things actually work.

Subject: Re: Unlocking LevelEdit
Posted by Oblivion165 on Thu, 23 Jun 2005 12:22:34 GMT
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WNxCABAL wrote on Thu, 23 June 2005 07:15Can you enable the fullscreen feature in w3d viewer?
Just checked, and nope the bastard actually took the code out, and didnt just link it to the msgbox.

EDIT:
So far this has been unlocked:

Subject: Re: Unlocking LevelEdit
Posted by WNxCABAL on Thu, 23 Jun 2005 12:26:17 GMT
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Oblivion165 wrote on Thu, 23 June 2005 13:22WNxCABAL wrote on Thu, 23 June 2005 07:15Can you enable the fullscreen feature in w3d viewer?
Just checked, and nope the bastard actually took the code out, and didnt just link it to the msgbox.

Nuts!

Subject: Re: Unlocking LevelEdit
Posted by Titan1x77 on Tue, 05 Jul 2005 11:54:01 GMT
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how did this come along?

Could you possibly alter the color of the fog?...theres a box for where the color shows up, maybe link the box to the color picker and see if it could let you modify the fog color?

Also the playsound from the Xtra's menu?

And for whatever it's worth maybe some of the heightfeild bugs such as No vertex noise, and the surface property's.

Subject: Re: Unlocking LevelEdit
Posted by Oblivion165 on Tue, 05 Jul 2005 13:54:35 GMT
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Ill look into it, the fog color is bases offf the sun, but i can see why you would want to change it. There is a heightfield manager, deletes them etc. I have yet to find its memeory address though.

Subject: Re: Unlocking LevelEdit
Posted by Halo38 on Thu, 07 Jul 2005 03:32:44 GMT
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I'd really like to have the fog colour adjustable too, it'll give us some more control over the look of our maps but an option to turn it back to the old way would be welcome too.

Subject: Re: Unlocking LevelEdit
Posted by Oblivion165 on Thu, 07 Jul 2005 04:37:47 GMT
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Bah, well i enabled the button, but when pressed nothing happends. Looks like there is no code to do a function. Sleepy time now, but ill keep looking at it when i wake.

Subject: Re: Unlocking LevelEdit
Posted by Sir Kane on Fri, 05 Aug 2005 08:42:29 GMT

WNxCABAL wrote on Thu, 23 June 2005 06:45Can you enable the fullscreen feature in w3d viewer?
Use a D3D proxy, have it create a different window then render onto that one.