Subject: Setting Up Level Editor
Posted by sycar on Tue, 30 May 2006 10:39:46 GMT
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Ok so i have level edit and everything and can mod maps but can someone tell me how i can link the program up to always.dat and always2.dat so i can refer to these files in the program, e.e. like when modding a character.

Thanks in advance buffymaniack

Subject: Re: Setting Up Level Editor
Posted by danpaul88 on Tue, 30 May 2006 14:19:00 GMT
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it automatically loads the stuff from always.dat and always2.dat when you open the program, otherwise your preset tree would be empty

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Subject: Re: Setting Up Level Editor
Posted by sycar on Tue, 30 May 2006 16:34:42 GMT
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ok, so when i want to specify to it where to find a file for a certain character for example, ie. a.w3d where would i set it to find it?

thanks for your reply

Subject: Re: Setting Up Level Editor
Posted by JeepRubi on Tue, 30 May 2006 19:44:21 GMT
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you ca either add or modify a preset for this. Just look in the settings or physical model section and it should be somewere in there asking for "model name". Just browse and setetct the model.

BTW: The model needs to be in your mod folder.

EDIT: I just read what i wrote and it doesnt make much sence, someone else say it.

Subject: Re: Setting Up Level Editor
Posted by sycar on Tue, 30 May 2006 22:25:13 GMT
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where in my mod folder does it have to be?

thanks for your replies, i think it made sense!

Subject: Re: Setting Up Level Editor
Posted by JeepRubi on Tue, 30 May 2006 22:29:26 GMT
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Either just in the main folder or in the sub folder "Editor Cache".