Subject: Hidden Leveledit Features
Posted by Sonarpulse on Sat, 16 Jun 2012 03:39:27 GMT
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I was looking at Leveledit a couple of years ago in a resource editor, and I noticed that the menu of the Westwood full version of LE was still there hidden away. Maybe this is a result of TT's changes, or maybe I didn't notice before, but if a couple (2-3) of features are copied over to the used menu, they work fine. If more however are added, however, evidently there is some sort of overflow, and DEP crashes LE. If even more are added LE might crash on it's own.

Anyways I was wondering if TT has the ability to enable the old menu in it's entirely (along with the couple of features only found in the mod edition of LE). As proof, I have attached a version of LE with some always.dat export features added (probably is the same as renaming a mod package, but you never know. Maybe LE's old system of asset dependency databasing plays a roll).

EDIT: Got the old menu in the latest LEs! Here is the latest edition:
http://www.renegadeforums.com/index.php?t=getfile&id=14241&rid=26513
no need to download the attachment below

File Attachments
1) apb leveledit.rar, downloaded 278 times

Subject: Re: Hidden Leveledit Features
Posted by Sonarpulse on Mon, 18 Jun 2012 18:46:56 GMT
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Oh whoops, that was an APB level edit. No wonder I got no responses. Well, Renegade Level Edit always crashes on boot for me, but here is that executable with the exact same registry hacks. [If the stock LE works for you, there is no reason this LE shouldn't.]

File Attachments
1) Renegade LevelEdit.rar, downloaded 247 times

Subject: Re: Hidden Leveledit Features
Posted by Generalcamo on Mon, 18 Jun 2012 20:05:02 GMT
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Interesting.

Subject: Re: Hidden Leveledit Features
Posted by Sonarpulse on Mon, 18 Jun 2012 21:34:51 GMT
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Indeed, I felt like I discovered burried treasure when I first found it. Since I can't enable the entire

menus without it crashing, though I would post the RC data here (in a more readable form). There are a lot more features than what I enabled in the download:

Here is the "mod" version. (Originally even export Mix wasn't on it, that was added by some earlier resource hacker.)
Toggle Spoiler

---- Menu ------
&File >
  &New\tCtrl+N
  &Open...\tCtrl+O
  &Save Current Level\tCtrl+S
  Save Current Level &As...

  &Save Presets...

  &Export To Mix...
  &Export Mod Package...

  Recent File

  E&xit
&Edit >
  &Undo\tAlt+Backspace

  Cu&t\tShift+Del
  &Copy\tCtrl+C
  &Paste\tCtrl+V

  &Include Files...

  &Repartition Culling Systems
  &Verify Culling Systems

  Terrain &Selectable

  &Background Settings...
  Level Settings...
Vie&w >
  &Toolbar
  &Status Bar

  &View Fullscreen\tCtrl+Shift+F
  Change &Device...

  Display &Options...

  Show Static &Anim Objects\tCtrl+Shift+T

Show &Editor-Only Objects

View Sound S&pheres
View &Light Spheres

&Building Power On
&Object >
&Drop to ground\tCtrl+D

&Lock Objects\tEnter
&Unlock Objects\tCtrl+U

&Replace Selection...\tCtrl+H
Add Point...\tCtrl+P
Goto Object...

Set Start ID...
&Check IDs...
Fix ID Collisions...
Remap Unimportant IDs
&Remap IDs...
&Vis >
&Render with Vis Camera
Enable Vis Sector Fallback

&Debug Report...
Statistics...
View &Points
&View Vis Window
&Toggle Manual Vis Points\tF3
&Make Manual Vis Point\tCtrl+`

&Discard Vis Data
Reset D&ynamic Culling System

&Run Manual Vis Points...

Build Dynamic Culling System...
Auto Generate &Vis...
&Optimize Vis Data...
&Pathfinding >
&Generate Sectors...
Generate Flight Data...

Display &Sectors
Display &Portals

Display P&aths

Display &Full Paths
&Test Pathfind

Test G&oto

Display &Raw Sectors
Display &Web

&Discard Data

&Import Data...
&Export Data...
&Lighting >
 &Toggle Lights\tCtrl+I
 Display Light &Vectors

 Toggle Sun&light
 &Edit Sunlight...

 &Ambient Light...

 &Vertex Lighting
 Multi-&Pass Lighting
 Multi-Te&xture Lighting

 &Import...
 Import &Sunlight...
 E&xport...

 Compute Vertex Solve
&Sounds >
 Toggle &Music
 Toggle &Sound Effects
&Camera >
 &Top\tCtrl+T
 B&ottom\tCtrl+M
 &Front\tCtrl+F
 &Back\tCtrl+B
 &Left\tCtrl+L
 &Right\tCtrl+R

 &Auto level\tCtrl+A

 Depth -50\tAlt+Minus
 Depth +50\tAlt+Plus

 Goto Location...\tCtrl+G

&Strings >
  &Edit Table...

  &Import IDs...
  &Export IDs...
Prese&ts >
  &Export...
  Im&port...

  Export &File Dependencies...

Here is the "Developement" version.

Toggle Spoiler

---- Menu ------
&File >
  &New\tCtrl+N
  &Open...\tCtrl+O
  &Save\tCtrl+S
  Save &As...

  &Save Presets...

  &Export...
  Ex&port Always...
  Export &Local Always...
  &Batch Export...

  Export &Language Version...
  Export &Installer Language Version...

  Recent File

  E&xit
&Edit >
  &Undo\tAlt+Backspace

  Cu&t\tShift+Del
  &Copy\tCtrl+C
  &Paste\tCtrl+V

  Select &Asset Database...
  Change Asset &Tree...
  &Include Files...

&Repartition Culling Systems
&Verify Culling Systems

Terrain &Selectable

&Background Settings...
Level Settings...
Vie&w >
 &Toolbar
 &Status Bar

 &View Fullscreen\tCtrl+Shift+F
 Change &Device...

 Display &Options...

 Show Static &Anim Objects\tCtrl+Shift+T
 Show &Editor-Only Objects

 View Sound S&pheres
 View &Light Spheres
 Toggle &Attenuation Spheres

 &Building Power On
&Object >
 &Drop to ground\tCtrl+D

 &Lock Objects\tEnter
 &Unlock Objects\tCtrl+U

 Increase Attenuation Spheres\tCtrl+0
 Decrease Attenuation Spheres\tCtrl+9

 &Import Dynamic...
 &Export Dynamic...

 Im&port Static...
 Export &Static...

 &Export Tile List...

 &Replace Selection...\tCtrl+H
 Add Point...\tCtrl+P
 Goto Object...

 Set Start ID...
 &Check IDs...
 Fix ID Collisions...

Remap Unimportant IDs
&Remap IDs...
&Vis >
 &Render with Vis Camera
 Enable Vis Sector Fallback

 &Debug Report...
 Statistics...
 View &Points
 &View Vis Window
 &Toggle Manual Vis Points\tF3
 &Make Manual Vis Point\tCtrl+`

 &Discard Vis Data
 Reset D&ynamic Culling System

 Import &Farm Data...
 Run &Job File...

 &Import Remap Data...
 E&xport Remap Data...

 &Run Manual Vis Points...

 Build Dynamic Culling System...
 Auto Generate &Vis...
 &Optimize Vis Data...
&Pathfinding >
 &Generate Sectors...
 Generate Flight Data...

 Display &Sectors
 Display &Portals

 Display P&aths
 Display &Full Paths
 &Test Pathfind

 Test G&oto

 Display &Raw Sectors
 Display &Web

 &Discard Data

 &Import Data...
 &Export Data...
&Lighting >

&Toggle Lights\tCtrl+I
Display Light &Vectors

Toggle Sun&light
&Edit Sunlight...

&Ambient Light...

&Vertex Lighting
Multi-&Pass Lighting
Multi-Te&xture Lighting

&Import...
Import &Sunlight...
E&xport...

Compute Vertex Solve
&Sounds >
  Toggle &Music
  Toggle &Sound Effects
&Camera >
  Perspective
  Orthographic

  &Top\tCtrl+T
  B&ottom\tCtrl+M
  &Front\tCtrl+F
  &Back\tCtrl+B
  &Left\tCtrl+L
  &Right\tCtrl+R

  &Auto level\tCtrl+A

  Depth -50\tAlt+Minus
  Depth +50\tAlt+Plus

  Goto Location...\tCtrl+G

&Strings >
  &Edit Table...

  &Import IDs...
  &Export IDs...

  Export for &Translation...
  Im&port Translation...
Prese&ts >
  &Immediate Check In

&Check In...

&Export...
Im&port...

Export &File Dependencies...
&Report >
 File Usage...
 Missing Translations...
&Debug >
 &Debug Scripts Mode
 &Create Proxy Objects

&View Memory Log...

E&xtract RC Strings...
Extract &Installer RC Strings...

Generic Debug Fn 1

As you all can see, LE was original much more than a level editor, but also had some sort of primitive version control databasing system built in that handled both presets and strings, and file dependencies. Always.dat is just an exported snapshot of that database. It at least supported both local and remote databases in the form of two different files, and maybe even used a remote server for the remote database.

(If this forum supports spoiler tags, sorry I didn't use them.)
Edit: oh wait, I can edit old posts!

Subject: Re: Hidden Leveledit Features
Posted by Generalcamo on Mon, 18 Jun 2012 23:45:06 GMT
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The forums do support spoilers.

The original hacker was Jonwil. He might know abit more about this stuff.

I do wonder about that camera stuff. Orthographic and Perspective? Might be useful.

Subject: Re: Hidden Leveledit Features
Posted by Gen_Blacky on Tue, 19 Jun 2012 00:07:41 GMT
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nothing new I used the dev one all the time. specially for taking screen shots in Orthographic view. Back in 2004.

http://www.renegadeforums.com/index.php?t=msg&goto=64252&rid=21615

File Attachments
1) Le_dev.zip, downloaded 254 times

Subject: Re: Hidden Leveledit Features
Posted by Sonarpulse on Tue, 19 Jun 2012 00:26:00 GMT
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Woah, is that a whole other build? or just a resource hack like what I made. More importantly, if this has been around for so long, why the hell isn't everybody using it now?

Subject: Re: Hidden Leveledit Features
Posted by Gen_Blacky on Tue, 19 Jun 2012 00:39:09 GMT
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Just a resource hack to enable the dev menu. I used it all the time. I think people just forgot about it. Not all features seem to work or it will crash (I have had problems using this). Their are a bunch of other versions by blackintel floating around. Jonwill or someone could shed more light on the subject. What they plan to do with scripts 4.0 and le. They are more focused on the scripts builds.

Subject: Re: Hidden Leveledit Features
Posted by ehhh on Tue, 19 Jun 2012 02:52:36 GMT
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said you were gone for 3 days blacky

noob

Subject: Re: Hidden Leveledit Features
Posted by reborn on Tue, 19 Jun 2012 09:34:10 GMT
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I imagine database version control, including remote databases for level edit would be extremely useful for mod teams.

Subject: Re: Hidden Leveledit Features

Posted by iRANian on Tue, 19 Jun 2012 11:17:37 GMT
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Unless your mod team is really incompetent and screws up things like objects.ddb versions, don't think so.

Subject: Re: Hidden Leveledit Features
Posted by zunnie on Tue, 19 Jun 2012 11:54:00 GMT
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Still it would be very nice to be able to work on the objects.ddb remotely.

Subject: Re: Hidden Leveledit Features
Posted by danpaul88 on Tue, 19 Jun 2012 13:01:04 GMT
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Of course, there's always the possibility some of the menu items were hidden because the code behind them was never finished or didn't work properly... just because a menu item exists doesn't mean the corresponding functionality actually works.

Subject: Re: Hidden Leveledit Features
Posted by iRANian on Tue, 19 Jun 2012 13:27:11 GMT
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I highly doubt Westwood didn't use version control. More likely is that the version control feature uses a proprietary code library to work with proprietary version control software they used.

Subject: Re: Hidden Leveledit Features
Posted by jonwil on Tue, 19 Jun 2012 14:25:25 GMT
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The version control features in LE are tied to a very specific version of a Microsoft version control tool called SourceSafe. We (TT) do not have SourceSafe nor do we know where to get it or how to use it properly if we had it.

The 4.0 leveledit has enabled all the LE features that are actually usable as things stand, all the other disabled features dont work (at least as far as I know, anyone who thinks otherwise feel free to correct me and we can put those feature back into a future version of 4.0)

Subject: Re: Hidden Leveledit Features
Posted by danpaul88 on Tue, 19 Jun 2012 15:55:02 GMT
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Erm, I know exactly where to get SourceSafe... it used to come bundled with older versions of Visual Studio.

It's a horrendous thing to use though, I avoid it like the plague.

Subject: Re: Hidden Leveledit Features
Posted by Sonarpulse on Tue, 19 Jun 2012 20:37:10 GMT
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Ok, reading about source safe, it does sound pretty shitty. For testing though, http://archive.msdn.microsoft.com/KB976375 maybe would allow LE to work with Visual Studio 2010. Might be neat just to try. But if you guys say it need's a specific version, then that's out the window too.

More practically using a modern decent version control system over a mod package get's the job done, and is probably better than using an integrated, but shitty system like sourcesafe+LE.

Anyways, I've got the latest version with the entire Dev menu! it was really simple. I simply renamed menu 2 (the dev menu) to 129 (the mod menu), and menu 129 to menu to. This effectively switched the menus, without switching their location within the executable causing it to not crash on boot! Then I added the one thing only on the mod menu: export mod package, to the dev menu, and it still worked just fine.

So now I am uploading both the APB and Renegade Mod 4.0 tools package with this fix. Unlike the one Gen_Blacky upload, these are the latest version in all other ways of contending, so they should work fine with 4.0. The other one is besides the menu swap, virtually identical to westwood's original upload and is thus incompatible with 4.0.

@Jonwil the current 4.0 LEs, both ren's and APB's, had menus virtually unchanged from older versions of LE, and thus were missing tons of working features. These should be the best of both worlds, and I recommend TT base their version of LE off this. If there are features that crash LE every time, I recommend TT just grey them out, something which I believe can be accomplished with a resource editor, so people know what they are missing.

```
File Attachments
1) leveledit_Ren+APB.rar, downloaded 397 times
```

Subject: Re: Hidden Leveledit Features
Posted by jonwil on Sun, 01 Jul 2012 10:31:08 GMT
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What I want is for someone to take the LevelEdit exe file as of the 4.0 beta 5 mod tools and take a

look at the menu in that.
Then please post the names of any menu items present in the various dev builds and stuff (in this thread) but not in the 4.0 beta 5 tools AND which they think should be supported in LE.

I will then tell you if they are something that can be brought back into LE or not and if not, why not. As for Visual Source Safe, the hard part is not just finding one but figuring out the mess needed to get LE to talk to a VSS install (and how to set up the repository in the way LE expects it and etc)

___

Subject: Re: Hidden Leveledit Features
Posted by Sonarpulse on Mon, 02 Jul 2012 18:02:16 GMT
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Well as a start, here is a list of all the menu items not present in the 4.0 beta 5 LE but present in mine.
Edit:

list of missing features

&File >
  &Batch Export...
  Ex&port Always...
  Export &Local Always...

  Export &Language Version...
  Export &Installer Language Version...
&Edit >
  Select &Asset Database...
  Change Asset &Tree...
Vie&w >
  Toggle &Attenuation Spheres
&Object >

  Increase Attenuation Spheres\tCtrl+0
  Decrease Attenuation Spheres\tCtrl+9

  &Import Dynamic...
  &Export Dynamic...

  Im&port Static...
  Export &Static...

  &Export Tile List...

&Vis >

 Import &Farm Data...
 Run &Job File...

 &Import Remap Data...
 E&xport Remap Data...
&Camera >
 Perspective
 Orthographic

&Strings >

 Export for &Translation...
 Im&port Translation...
Prese&ts >
 &Immediate Check In
 &Check In...

&Report >
 File Usage...
 Missing Translations...
&Debug >
 &Debug Scripts Mode
 &Create Proxy Objects

 &View Memory Log...

 E&xtract RC Strings...
 Extract &Installer RC Strings...

 Generic Debug Fn 1