
Subject: 2 changes to leveledit made in 4.1
Posted by [jonwil](#) on Wed, 26 Feb 2014 02:17:35 GMT
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The next build of 4.1 is due out soon and I have just made 2 changes to leveledit I think people are going to like.

Firstly, when first starting leveledit, when creating a new map or when loading a map that doesn't have its own .ddb file, it will load presets\temps20.ddb again. It will however still only save temp presets to the per-map ddb files.

Secondly, if always\translationdb\strings_map.tdb exists, it will load/save/edit that file instead of strings.tdb.

Subject: Re: 2 changes to leveledit made in 4.1
Posted by [jonwil](#) on Wed, 26 Feb 2014 02:52:39 GMT
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After thinking about it some more and realizing its easy to add, I have added a "Save Global Temps" menu option (on the File menu underneath "Exit" because that was the easiest place to add it). This option will save the current set of temps (whatever they might be) to presets\temps20.ddb (overwriting any existing temps20.ddb file)

Subject: Re: 2 changes to leveledit made in 4.1
Posted by [Gen_Blacky](#) on Wed, 26 Feb 2014 05:36:01 GMT
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Sweet!

Subject: Re: 2 changes to leveledit made in 4.1
Posted by [jonwil](#) on Wed, 26 Feb 2014 06:39:39 GMT
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After saberhawk pointed out that its stupid to put the new menu option at the end of the File menu, I have moved it to the end of the Presets menu instead.
