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Subject: trying to find all the bugs in leveledit...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 17:36:00 GMT

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I am considering writing a "patch" for leveledit (that would work much like how a no-cd patch does, in that it modifies the exe file on the disk) to fix some of these bugs if its possible (thats assuming westwood wont fix them that is and I want to make the list as complete as possible. Bugs found so far: 1. when running at 800x600, the door trigger/vehicle transition editor dialog has graphical problems 2. the "play sound" button doesnt work 3. when leveledit reads from always2.dat, it crashes 4. textures that are the wrong size or color depth has been known to cause problems (not sure if the best remedy is to fix the textures or to fix leveledit) 5. using fullscreen mode causes it to crash 6. clicking the close box on the mod selection dialog causes a new mod package to be created using the main leveledit folder as the parent folder of the package (so folders like always, presets etc show up in the leveleditor) 7. leveledit wont read the scripts.dll from the renegade folder (based on what I have seen, getting it to read from renegade folder instead of mod package is dead simple for WW to do) 8. there is no way to tell what the ID number for a string is. 9. if I choose 24 bit color when I first run leveledit then go into view-change device, it shows the "16 bit" radio button selected. Pushing "ok" on this dialog causes a crash (regardless of which radio button is selected). if I choose "16 bit" when first starting up, view-change device shows 16 bit as selected, hitting OK again crashes leveledit. 10. aparently, there is something wrong with the stringtable editor but I havent been able to discern exactly what from the person that reported it. I think it has to do with editing foreign language strings. (more info from anyone that has experienced problems with stringtable editing is appreciated) 11. if you export a preset you made (temp or not) from a package, the preset you made appears in the exported txt file. But if you import that back into a package that doesnt have the preset, it doesnt work. If anyone knows of any other bugs, please do post here [ January 05, 2003, 17:45: Message edited by: Jonathan Wilson ]

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