Subject: name all the major bugs in leveledit
Posted by Anonymous on Sat, 04 Jan 2003 02:34:00 GMT

Name all the major (as in "this actually makes some part of leveledit unusable or hard to use") bugs in leveleditThus far:1.if a texture is the wrong size or color depth, it causes problems (is it just an error or has it caused more problems for people)2.when running in 800x600, the door trigger/vechicle transition editor dialog has problems3.leveledit crashes anytime it tries to read from always2.dat4.the sound play button doesnt actually play any soundsAnything else that is considered "must fix"?

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