
Subject: mod tools bug fixes (IMPORTANT update)
Posted by [jonwil](#) on Wed, 07 Jul 2004 15:01:21 GMT

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I have been working on some bug fixes for the mod tools, so far I have (these havent been throughly tested):

- 1.w3dview no longer crashes on exit
- 2.always2.dat is now loaded properly (which means leveledit can find the models in it)
- 3.leveledit no longer crashes if it cant find the model it is looking for (instead it loads a dummy one)
- 4.always.dbs is no longer output when you export a mix file with "export mix file"
- 5.There is a new "export mix file" option on the "file" menu which exports the current level to a mix file. (I called it "export mix file" instead of just "export")
- and 6.There are 2 new menu items on the "strings" menu, "import IDs" and "export IDs". The "export" command creates a c header file containing all the string IDs from the current translation database. This is usefull to anyone who is calling either scripts or script commands that expect a string ID (just open the file and search for the name of the string to find its ID). The "import" command takes IDs from the file and puts them into the database.

More fixes are being worked on, I wont say what they are or when this thing will be out (mainly because I dont know what else I can and cant fix and when they will be fixed)
