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Subject: mod tools bug fixes & enhancements

Posted by [jonwil](#) on Thu, 24 Nov 2005 12:35:59 GMT

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Now that 2.2 is out of the way, I plan to make some (long overdue) bug-fixes to the mod tools. Note that the numbers dont indicate any kind of priority or order to this (although there are some things I want to do right off and some like the heightfield editor stuff that is down the list) Some features may be removed or disabled if they cant be fixed (e.g. fullscreen) here is a current list of the changes I want to make (or try to make anyway):

1. Fix the crash-on-exit in w3dview (fixed one already, the other is proving harder to fix)
2. Fix the vis window in leveledit to work
3. Fix it so that leveledit doesnt crash when loading a w3d file that doesnt exist
4. Fix it so that leveledit doesnt crash when you put in a blank preset name and press ok
5. Fix it so that leveledit doesnt output an always.dbs file when you use "export to mix"
6. Fix it so that leveledit reads always2.dat properly
7. Add something so you can change where leveledit reads the game data files from, so it can e.g. read mod files (at least thats the plan)
8. Fix the tooltips for the buttons under the preset tree
9. Remove the close box from the mod selection window so it wont output garbage anymore if you try to use it
10. Try to fix the "play" option for sound presets on the "xtra" menu so that it works.
11. Try to fix the crash in w3dview when you select a mesh that has skin settings
12. Change leveledit to not put scripts.dll/scripts2.dll into the output files.
13. Change leveledit to read scripts.dll/scripts2.dll from the renegade folder (or failing that, change it to copy them into a mod package)
14. Try to fix the bug where sometimes leveledit wont repaint properly
15. Try to change leveledit so that script parameters are no longer blank (or so that leaving them blank doesnt crash leveledit anymore)
16. Remove the "update VSS" option from the "xtra" menu.
17. Look into if the "vis grid" toolbar buttons actually do anything usefull and if they dont, remove them.
18. Try to add a way to tell which mod package is currently open
19. Try to fix the "vertex noise" brush in the heightfield editor
20. Try to fix the last button under "matrials" in the hieghtfield editor (it seems to be broken)
21. Try to fix the corrupt drawing of some textures on the heightfield editor materials buttons
22. Try to fix the drop-down list of heightfields so that it actually works
23. Try to make it so that you can switch between heightfields properly
24. Try to make it so that running "compute vertex solve" doesnt screw up transparent objects and objects with bump-map textures (or find a way to make it ignore them)
25. Add the "Export To Mix" option to the file menu
26. Remove the "Include Files" option from the edit menu
27. Try to fix the "Fullscreen" option on the view menu
28. Add "Export IDs" and "Import IDs" to the strings menu
29. Remove "Import Dynamic", "Export Dynamic", "Import Static", "Export Static", "Export Tile List", "Increase Attenuation Spheres" and "Decrease Attenuation Spheres" from the object menu.
30. Remove accelerators/shortcuts that match removed menu items, toolbar buttons etc.
31. Remove "Export Remap Data", "Import Remap Data", "Import Farm Data" and "Run Job File" from the vis menu.

32. Try to fix the "Selection Only" checkbox on the vis dialog to actually do something.
33. Try to fix the "Test Goto" option on the pathfind menu
34. Try to fix/enable the disabled options in the Vertex Solve dialog
35. Remove "Import Pathfinding" and "Export Pathfinding" from the pathfind menu
36. Remove "Import", "Import Sunlight" and "Export" from the lighting menu
37. Remove "Import Translation" and "Export For Translation" from the strings menu
38. Remove the report menu
39. Remove the "Export File Dependancies" option from the preset menu
40. Change the default output location for "export to mix file" to be the renegade data folder

Also, there are 2 things I cant do anything about.

The first is the issue where when you use leveledit for quite a while, it becomes unstable (things stop working and it eventually crashes). That issue is unfixable without the source code to leveledit.

Also, the issue where if you are running at 800x600 or have lots of IM clients, toolbars etc taking up your screen, the door trigger editor and vehicle transition editor dialogs are screwed cant be fixed. The work-around is to free up enough screen real-estate or switch to a higher resolution. Or if you cant do that, you can grab the edit box at the bottom and make it a floating box which may make the issue go away. (to understand the reasons for this issue, you need to understand Direct3D depth stencil buffers)

If anyone has any comments, feedback, bugs to report, suggestions etc, please post here and let me know. (in particular, if anyone knows of menu options I plan to remove that are actually usefull after all or if there are any other options on the "hidden" dev menus that should be enabled)