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Subject: Re: mod tools bug fixes & enhancements  
Posted by [jonwil](#) on Fri, 25 Nov 2005 17:03:35 GMT  
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ok, status report.

The following items have been changed so far:

1. Leveledit will no longer crash if you try to load a w3d file that doesn't exist.
2. The mod selection screen no longer has a close button. (so it can't spit garbage into the mod tools folder when you select it anymore, the escape key still causes the garbage though, fixing that is on my list)
3. Leveledit will now load scripts.dll (and scripts2.dll etc) from the renegade folder and not from the leveledit mod package. (It uses the same registry key strings as are used to find other renegade files so if you hex edit those like the RenAlert editor does, it will still work)
4. "Update VSS" is now gone from the "xtra" button menu.
5. "Include Files" is now gone from the exit menu.
6. "Import Dynamics", "Export Dynamics", "Import Statics", "Export Statics", "Export Tile List", "Increase Attenuation Spheres" and "Decrease Attenuation Spheres" are now gone from the object menu.
7. "Export Remap Data", "Import Remap Data", "Import Farm Data" and "Run Job File" are now gone from the vis menu.
8. "Import Pathfinding" and "Export Pathfinding" are now gone from the pathfind menu.
9. "Import", "Import Sunlight" and "Export" are now gone from the lighting menu.
10. "Import Translation" and "Export For Translation" are now gone from the strings menu.
11. "Export File Dependancies" is now gone from the presets menu.
12. "Toggle Attenuation Spheres" is now gone from the view menu.
13. The report menu is now gone.
14. Any accelerators corresponding to removed menu items are now gone.
15. Any menu items that didn't have status bar hints before now have them.
16. "Export To Mix" has been added to the file menu (anyone who has used leveledit dev version will know this)
17. "Export IDs" and "Import IDs" have been added to the strings menu (this creates a file containing string IDs and names so you can find out string IDs to pass to scripts and script commands and engine calls and things. You can use the file directly from a C/C++ program too since it's a valid C Header file)

I also bumped the version number (as displayed by explorer) from 1.0.0.3 to 1.0.0.4 so that it's easy to tell what version of the fixes someone has. (the first release will be 1.0.0.4 then 1.0.0.5 and so on probably)

I have quite a few more fixes I want to do before I make a release though