
Subject: Re: mod tools bug fixes & enhancements
Posted by [jonwil](#) on Sat, 26 Nov 2005 10:24:44 GMT
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ok, 2 more changes working.

When you choose "Export To Mix File", the default export location will be the renegade data folder (same as "Export Mod Package").
And, "Export To Mix File" will not export an always.dbs file anymore.

Next to fix:

Make leveledit read always2.dat when it needs to.

Fix the buttons for the tooltips under the preset tree.

Add a way to tell what mod package is open (will probably be displayed in the status bar)

Try to solve the issue where the vertex solve screws up transparent meshes and meshes with bumpmapping.
