

---

Subject: Re: mod tools bug fixes & enhancements  
Posted by [jonwil](#) on Sun, 27 Nov 2005 05:21:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Next 2 changes are in:

If you press escape on the mod selection screen, it wont close the dialog anymore (which caused garbage to be spit out into the leveledit folder). Now, the only way to close that dialog is to select a mod package and press "OK".

Also, it will display the current mod package in the status bar.

Next, I am going to fix the loadorder and loading so that it will read the files in the same order as game.exe (and the FDS does) since thats the "correct" order.

And I plan to fix the tooltips for the buttons underneath the preset tree etc.

Then I will probably release the first version.

Took a look at the vertex solve, cant find the code that does it

---