Subject: leveledit 1.0.0.4 is out
Posted by jonwil on Sun, 27 Nov 2005 12:40:14 GMT
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Download http://users.tpgi.com.au/adsloptd/leveledit.zip and use this new exe. (its better than any existing version of leveledit including any "dev" versions)

Changes since version 1.0.0.3 (the last westwood release):
1.Leveledit will no longer crash when it tries to load a w3d file that doesnt exist (instead it will load a little wideframe cube dummy)
2.The close button is gone from the mod selection dialog, also pressing escape does nothing. This prevents garbage from being output into the leveledit folder.
3.Leveledit will read scripts.dll (and scripts2.dll etc) from your renegade folder. You no longer require the scripts folder in the leveledit mod package (which means it wont be put into any mix file or mod package you export)
4."Update VSS" is now gone fron 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 accellerators corresponding to removed menu items are now gone.
15.Any menu items that didnt 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 probobly know of 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 its a valid C Header file)
18.When you use "Export To Mix", the default folder will be the renegade data folder.
19.When you use "Export To Mix", leveledit will no longer output an always.dbs file.
20.The current mod package name will be displayed in the status bar.
21.The buttons under the tabs (preset tree, instances tree etc) will now display proper tooltips.
22.Leveledit will now read the data files in the same order as game.exe and the FDS (always2.dat then always.dat then always.dbs then *.mix). This means that (for the first time ever) you will actually be able to put the multiplayer aircraft into a map and it will show up and not crash. Also, this means that the infamous armour.ini bug (the one where it pulls the armour.ini from always.dat and not always2.dat) is gone for good.

Report all new bugs or suggestions etc to me here.
If there are any particular leveledit bugs people desperatly want me to fix, let me know and I will

do my best