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Subject: Re: xmas break project update

Posted by [YSLMuffins](#) on Sat, 24 Dec 2005 01:20:38 GMT

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jonwil wrote on Fri, 23 December 2005 01:29My new leveledit actually makes code changes. As far as I know, leveledit dev just changes the resources around to enable the hidden menu options, it doesnt fix bugs (like the always2.dat not loading properly bug, the "crash on loading non-existant w3d file" bug etc) OR add new features like reading scripts.dll from the renegade folder.

Also (for the new leveledit version 1.0.0.5 that I may be doing), I need to confirm the load order of always.dat, always.dbs, always2.dat and \*.mix to confirm that it reads files in the same order as renegade itself does (I am 99% sure its right) but I need to check.

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