Subject: Re: Status: .mix -> .lvl converter
Posted by Yrr on Mon, 10 Sep 2007 23:07:36 GMT
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Status update

@IronWarrior: What do you mean with 'They can't re-crate the map using the .lvl file.'?

@PaRaDoX: Mesh names can be changed. That wouldn't be a good protection.

ToDo:
Finish GUI.
Assign waypath to their correct preset (if possible).
Import custom scripts.dll, if present.
Add protections for mappers who don't want their map to be converted.

Does anybody have a better name than 'LevelRedit'?

Here a little GUI teaser (that's my second GUI ever made with C++/MFC and the last one was years ago)

File Attachments
1) LevelRedit.jpg, downloaded 239 times