
Subject: Re: Hidden Leveledit Features

Posted by [Sonarpulse](#) on Mon, 02 Jul 2012 18:02:16 GMT

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Well as a start, here is a list of all the menu items not present in the 4.0 beta 5 LE but present in mine.

Edit:

list of missing features

&File >

&Batch Export...

Ex&port Always...

Export &Local Always...

Export &Language Version...

Export &Installer Language Version...

&Edit >

Select &Asset Database...

Change Asset &Tree...

View >

Toggle &Attenuation Spheres

&Object >

Increase Attenuation Spheres\tCtrl+0

Decrease Attenuation Spheres\tCtrl+9

&Import Dynamic...

&Export Dynamic...

Im&port Static...

Export &Static...

&Export Tile List...

&Vis >

Import &Farm Data...

Run &Job File...

&Import Remap Data...

E&xport Remap Data...

&Camera >

Perspective

Orthographic

&Strings >

Export for &Translation...
Im&port Translation...
Prese&ts >
 &Immediate Check In
 &Check In...

&Report >
 File Usage...
 Missing Translations...
&Debug >
 &Debug Scripts Mode
 &Create Proxy Objects

 &View Memory Log...

 E&xtract RC Strings...
 Extract &Installer RC Strings...

 Generic Debug Fn 1
