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Subject: Changes to leveledit (including temp presets) in scripts 4.1

Posted by [jonwil](#) on Sat, 08 Feb 2014 03:16:45 GMT

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Some new command line options have been added to leveledit in Scripts 4.1. These are intended to make it possible to batch-compile level files.

The new command line options are:

-mod <name of mod> (bypass the mod package dialog and load with the specified mod.)

-map <name of map> (automatically load the specified map. Will also turn off the music and sound effect checkboxes. Only works if -mod is passed.)

-light (runs "compute vertex solve" after the map has been opened)

-save (automatically save the map file, creating the .ldd and .lsd files then exit LE after saving. Only works if -map is passed.)

Note that I have no idea what will happen if you pass a non-existent mod package or map to these parameters so dont do it

Also, if you want to produce a mix file after building the map, you can use makemix.exe to do that.

Also, some changes have been made to the way leveledit handles temp presets (changes designed to make things a bit more reliable and less prone to temp preset corruption)

In 4.1, temps20.ddb is no longer used. Instead, each lvl has its own set of temp presets. If you wish to copy the temp presets from one map to another, you just need to make a duplicate of the .ddb file for the first map and give it the name of the second map.

If you want to make a new map with an existing set of temps, open LE, save a new empty map with the desired name then copy the temps file over to the new map before re-starting LE and opening the new map.

If you start LE (or file-new) and created temp presets without saving the map first, they will not be saved until you save the map.

Note that if you do a "Save as" and save the map under a new name, the temp presets do get copied over to the new name.

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