Subject: I just discoverda major leveledit bug
Posted by Dante on Mon, 19 Apr 2004 16:58:06 GMT
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you can hex edit the leveledit.exe,

change

"always.dat"

to

"   *.dat"
and it will read it properly, i did this ages ago, but didn't release it due to problems with licensing etc... but now that this isn't really an issue, thats how to fix it. it will also read any .dat file as well, the game.exe could be patched to do the same, but really no point there...

its a simple filter setting, not anything major, if you look you will see that there is a *.pkg, *.mix, C&C_*.mix, etc.. in there that checks for certain naming conditions on the levels. another example is the Skirmish*.mix loading.