
Subject: leveledit bugs to fix/feature ideas

Posted by [jonwil](#) on Mon, 19 Apr 2004 17:26:18 GMT

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I am looking into the feasibility of fixing some bugs in leveledit by doing a binary patch for leveledit.exe (much like the emoticons fix for game.exe).

So far, the things I have come up with to look into are:

1.disable all menu options etc that dont work anymore

2.enable some of the menu options from that hidden menu (but not all of them since some of them are useless)

3.make writing out a *.mix map only write the mix file and not always.dbs and such (I lost count of how many times I accidentally messed up my ren folder because of that)

4.make leveledit read always2.dat

5.fix the crash when you try to create a preset and leveledit cant find the w3d file

6.fix the errors that occur with the "vechcile transition" editor and the "door trigger" editor on people running with 800x600 as display resolution

7.fix the crash when you exit w3dview

8.look into other things that make w3dview crash, plus bugs in w3dviwew

Anyone know of any other features or bugs for me to consider for this binary patch?
