
Subject: Re: I need to know all mod tools bugs (also new features)

Posted by [KIRBY098](#) on Wed, 12 May 2004 18:57:09 GMT

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jonwill am working on binary patches to fix as many of the mod tools bugs as it is possible to fix via binary patches.

So far, the bugs to investigate are:

Leveledit doesnt load always2.dat

Tooltips for buttons under the preset tree window are wrong

Clicking the little close box in the mod package window causes leveledit to output garbage files to its own folder

Sometimes when you switch back to leveledit, it doesnt repaint properly

Pressing the "play" button for sound presets doesnt play any audio

If you are running at 800x600, you get graphics errors in the Vechicle Transition and Door Trigger editors

If leveledit tries to load a w3d file and cant, you get a crash

If you dont fill in all the fields for the parameters to a script, leveledit will crash when saving the level

Clicking on a mesh of type "skin" in w3dview mesh drop-down crashes w3dview

w3dview crashes when you exit

Enhancements to look into:

Fix the menu to have the best set of options (i.e. not have all the stuff one doesnt need but have all the stuff one does including "export mod package" and "export mix map"

Clean up objects.ddb and remove all the old unused stuff to make it easier to find what you want

Creating a new mod package should copy scripts.dll and scripts2.dll to the mod folder

Exporting a mod package should not export scripts.dll

Make exporting a *.mix map not modify always.dbs and such unless you tell it to.

What I need to know is any and all other reproducible bugs (crashes especially) in the mod tools, so I can look into fixing them as part of my binary patch update.

But they need to be reproducible. Just saying "Leveledit crashes a lot" doesnt help.

Also, I need to know any feature requests that I can look into implementing. And anything else I should look into regarding the mod tools.
