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

Posted by [jonwil](#) on Thu, 13 May 2004 03:43:32 GMT

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BTW I wont be looking into any issue unless at least 2 people can reproduce it (or alternatively, myself and one other person)

SeaMan, can you provide more details about your issue (which version of windows are you on, hardware/graphics card/driver versions, stuff like that)

Also, if anyone else has the same problems as SeaMan, I need to know.

Export to 3DS would be nice.

There are already ways to get 3DS out of gmax (via the Quake 3 plugin for example). If you have 3D studio, you can use the W3D import plugin for 3D studio to import a w3d file and then save it as a .3ds file (although if you have 3DS, you would probably use that instead of gmax for whatever it is you want a 3DS file for)

Even if I did know (or reverse engineered to find out) the details of the GMAX plugin interface (a cursory glance shows that its similar to the 3DS max interface but with enough differences to thwart hackers) and I was able to build a .3ds export plugin, it would probably piss Discreet off. And pissing off a company as large as Discreet is not something I want to do.

Heightfield editor bugs I can look into.

Dont know why it corrupts temps20.ddb, more details of exactly how to reproduce the temps20.ddb bug, what corruption happens, how it manifests itself in leveledit (what error is given) etc would be helpfull.

Implementing that "screenshot" feature isnt really possible without the Leveledit Source Code (no I dont have it obviously, would love it though)

There are other ways to take a screenshot though.

Delete a mod package, again, would need source code.

Same for the copyright.ini editor.

No reason that a seperate copyright.ini editor utility couldnt be written (that would ask you to select a mod package and would then put a copyright.ini file in whatever place it should go for leveledit to put it into the *.pkg file)

The objects that dont work in leveledit will be looked into as part of the cleanup. If its fixable so that it works, it will be fixed.

If its not fixable (because we dont have the .W3D file for it) it will be removed from the new "clean" presets that will be released.

When I said "feature requests", I meant "mod tools features" not "engine features".

Giving each level its own strings.tdb file would require both engine modifications and leveledit modifications but might be possible. However, if a player isnt running the modified engine, it would load the default strings.tdb and not the modified one. Plus, there is no gaurantee that its even

possible to implement (I havent looked at the strings.tdb code)

Although most of the features asked for are possible now either via engine features or via scripts. Some arent possible right now but would be possible if someone were to write the script(s) needed.
