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

Posted by [jonwil](#) on Wed, 12 May 2004 12:50:18 GMT

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I 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 Vehicle 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.

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

Posted by [Sir Phoenixx](#) on Wed, 12 May 2004 13:00:00 GMT

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Yeah... Stick 'export to .3ds' somewhere in there...

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

Posted by [Deactivated](#) on Wed, 12 May 2004 14:12:12 GMT

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Open and close many Mod dialogs in LE. It will first cause Windows bars to dissappear. Eventually, LE crashes.

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

Posted by [E!](#) on Wed, 12 May 2004 14:21:57 GMT

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The Heightfield Editor in the Level Editor doesn't work correct. You can't switch between Heightfields(if you create more than 1) and you can't see the Heightfields Name in the Dropdown Field also you can't move Heightfields and the size settings make confuse it's hard to scale an Heightfield.

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

Posted by [Sanada78](#) on Wed, 12 May 2004 14:29:34 GMT

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I known I've already mentioned this before, but is it possible to fix the problems with the temps20.ddb corrupting when temping an object?

I'm not sure if this is a known problem, but my temp database has grown rather large and I'm not very keen on starting it all over again.

If you need any more details, just ask.

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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.

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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.

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

Posted by [Oblivion165](#) on Thu, 13 May 2004 04:12:14 GMT

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Well of course the Export to .Mix i still cant gat my maps to be in mix format.

to my knowlegde it has that feature built in.

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

Posted by [NeoSaber](#) on Thu, 13 May 2004 04:55:57 GMT

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jonwilSeaMan, 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.

SeaMan's problem sounds like the periodic crashings I was telling you about when you first asked me if I knew of any bugs. Randomly when I open a menu in LE (modifying a preset, temping/adding a preset, displaying a presets' info). The Windows Start button either disappears, stretches out, or offsets itself slightly. Also, the task bar blanks out all programs listed, sometimes the clock disappears and icons on the desktop vanish. It can eventually lead to LE minimizing itself into the upper left corner of my screen as it crashes.

I can't give a definitive condition that will cause the problem. It just happens periodically when I open one of those menus. I've encountered the bug on two computers that were different in everything except that they ran Windows 98.

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Subject: I need to know all mod tools bugs (also new features)  
Posted by [Oblivion165](#) on Thu, 13 May 2004 08:31:19 GMT  
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how are you going to do any of that without the source?

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Subject: I need to know all mod tools bugs (also new features)  
Posted by [jonwil](#) on Thu, 13 May 2004 10:46:49 GMT  
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By modifying the leveledit binary.

Binary modification to fix bugs, add features (or to remove CD checks etc) is a well known and often practiced procedure.

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Subject: I need to know all mod tools bugs (also new features)  
Posted by [laeubi](#) on Fri, 14 May 2004 08:37:21 GMT  
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SeaManOpen and close many Mod dialogs in LE. It will first cause Windows bars to dissappear. Eventually, LE crashes.

I have the same bug. (win98se)

The Taskbar don't really disapear, you can get it back by pressing the [WIN] key and then resize it... but thats a really aniong bug.

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

Posted by [snipefrag](#) on Fri, 14 May 2004 08:55:05 GMT

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The only REALLY annoying bug i remember when i was using Gmax, on a Sunday anything for saved or something just randomly screwed up.

Serves me right for using Gmax.

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

Posted by [Cpo64](#) on Fri, 14 May 2004 19:29:27 GMT

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In the RenX material editor, if you click the "Display" button before the material has been applied it crashes RenX,

(I don't know if it was mentioned)

If you need more details just say so.

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

Posted by [jonwil](#) on Sat, 15 May 2004 00:08:31 GMT

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The "sunday" bug in gmax was fixed in the latest gmax.

As for the win9x bug, I doubt I can do anything about that, mainly because I don't run windcrap 95/98/ME (I upgraded to Windows XP and never want to see those 3 pieces of junk OS's again)

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

Posted by [snipefrag](#) on Tue, 18 May 2004 08:07:32 GMT

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Just shows how long it's been since I've been doing any modelling

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

Posted by [Deactivated](#) on Tue, 18 May 2004 11:57:44 GMT

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jonwilAs for the win9x bug, I doubt I can do anything about that, mainly because I don't run windcrap 95/98/ME (I upgraded to Windows XP and never want to see those 3 pieces of junk OS's again)

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I have Windows XP.

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

Posted by [jonwil](#) on Wed, 19 May 2004 01:17:46 GMT

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I also have windows XP and I dont experience the bug.

It could be a display driver issue or something to do with the hardware.

Anyway, since I am unable to reproduce it, I cant fix it.

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

Posted by [Deactivated](#) on Thu, 20 May 2004 12:32:06 GMT

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jonwill also have windows XP and I dont experience the bug.

It could be a display driver issue or something to do with the hardware.

Anyway, since I am unable to reproduce it, I cant fix it.

You're not trying enough.

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

Posted by [jonwil](#) on Thu, 20 May 2004 13:43:39 GMT

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I have been using leveledit for ages and I have never experienced any bugs to do with the taskbar going funny.

But, rest assured, if I am able to reproduce the bug in question, I will try to fix it.

I suspect (from the description) its got something to do with leveledit leaking memory somewhere.

For those who are experiencing the bug, what is your hardware:

amount of RAM

video card (type + amount of RAM)

CPU type and speed

Size of hard disk and amount free (if you have no free space, windows cant make as much virtual memory and will run out of RAM faster)

Also, can someone who has the bug on XP open leveledit, make the bug happen then do ctrl-alt-delete to open task manager. Look at leveledit, is it using lots of CPU, RAM or both? If so,

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it helps to narrow down the problem.

Assuming it is a memory leak or out of memory condition, I probably wont be able to fix it even if I could reproduce it.

With source code I would just link it against NuMega BoundsChecker and let that find memory leaks and issues.

But without source code, there isnt much I can do

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

Posted by [Deactivated](#) on Thu, 20 May 2004 14:21:57 GMT

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Pentium 4 1.8 Ghz

512 mb ram

GeForce 4 Ti 4800 SE 128 mb

80 Gb HD, 50 gb free

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

Posted by [NeoSaber](#) on Thu, 20 May 2004 14:30:19 GMT

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The bug just happened to me 3 times in the last hour as I was setting up the physics for a new vehicle in RenAlert.

My current hardware:

Athlon 1.6 Ghz

256MB RAM (64 shared as video ram)

on board video chip (not sure what it is)

40GB hardrive with 16GB free

The bug also occurred on my older computer. It's hardware:

Duron 850 Mhz

128MB RAM (16 shared as video ram)

on board video chip (not sure what it was)

40GB hardrive with 12GB free

And both computers run Win98

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

Posted by [Slash0x](#) on Thu, 20 May 2004 15:32:24 GMT

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Pent 4 3.2

1G RAM

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9800 ATI Radeon  
60GB harddrive plenty of free space

All that and I still get the glitch. Just not as much as I use to.

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Subject: I need to know all mod tools bugs (also new features)  
Posted by [jonwil](#) on Fri, 21 May 2004 01:19:30 GMT  
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ok, thats good.  
But I need to know what taskmanager says for leveedit memory use and CPU use when you have the bug and you do ctrl-alt-delete.

That will confirm once and for all if it is or isnt a memory issue.

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Subject: I need to know all mod tools bugs (also new features)  
Posted by [Slash0x](#) on Fri, 21 May 2004 01:26:45 GMT  
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It isn't a memory issue, just a loading glitch I guess. When this happens, I just shrink LE and run Renegade. From there, I exit out or alt+tab and everything thing is back. As for the toolbar, not the Start menu disappearing, I just ctrl + s to save the level, then exit out and re-run it.

Those are my helpful tips for keeping alive. Lol.

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