Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Wed, 07 Jul 2004 15:01:21 GMT
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I have been working on some bug fixes for the mod tools, so far I have (these havent been throughly tested):
1.w3dview no longer crashes on exit
2.always2.dat is now loaded properly (which means leveledit can find the models in it)
3.leveledit no longer crashes if it cant find the model it is looking for (instead it loads a dummy one)
4.always.dbs is no longer output when you export a mix file with "export mix file"
5.There is a new "export mix file" option on the "file" menu which exports the current level to a mix file. (I called it "export mix file" instead of just "export")
and 6.There are 2 new menu items on the "strings" menu, "import IDs" and "export IDs". The "export" command creates a c header file containing all the string IDs from the current translation database. This is usefull to anyone who is calling either scripts or script commands that expect a string ID (just open the file and search for the name of the string to find its ID). The "import" command takes IDs from the file and puts them into the database.

More fixes are being worked on, I wont say what they are or when this thing will be out (mainly because I dont know what else I can and cant fix and when they will be fixed

Subject: mod tools bug fixes (IMPORTANT update)
Posted by gendres on Wed, 07 Jul 2004 17:35:00 GMT
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thanks for the update

Subject: mod tools bug fixes (IMPORTANT update)
Posted by Dan on Wed, 07 Jul 2004 19:36:06 GMT
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Sexeh

Subject: mod tools bug fixes (IMPORTANT update)
Posted by htmlgod on Wed, 07 Jul 2004 19:56:14 GMT
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Can't wait.

Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Wed, 07 Jul 2004 23:46:02 GMT

Ok, the "play sound" option (click the preset then click play sound) is broken and should not be used. I cant fix it without leveledit source code (more specificly, it only plays sound files that are loose in the mod folder and even then it crashes somewhere)

Also, the bug "Tooltips for buttons under the preset tree window are wrong" is fixable but it would take so much effort without source code (finding space to insert the new tooltip strings and then adding the right code) that its not worth it.

And I fixed the "Clicking the little close box in the mod package window causes leveledit to output garbage files to its own folder" bug (by turning the little close box off

I also have a fix (a work-around actually but its as good as we are going to get without source code) for the 800x600 vechicle transition editor bug. As long as you dont have anything other than leveledit horizontally (i.e. leveledit is maximized and takes up the whole 800 pixels accross), all you need to do to get it to work is to click on the border around the edit box at the bottom and drag it. It will then turn into a floating toolbar. The editor windows will now work properly. The bug is actually caused because the transition editor rendering widget is larger than the main window rendering widget (to understand why this is a problem you would need to know about Direct3D Depth Stencil buffers)

the "Sometimes when you switch back to leveledit, it doesnt repaint properly" bug is not really something I can fix without source code.

Same with the "Clicking on a mesh of type "skin" in w3dview mesh drop-down crashes w3dview" bug, thats also probobly not fixable without source code.

"Exporting a mod package should not export scripts.dll" looks like another thing I cant fix.
ditto for "Creating a new mod package should copy scripts.dll and scripts2.dll to the mod folder"
And also the thing with script parameters being blank and crashes that result, I cant fix that either.

Also, the random crashes (various crashes in leveledit that cant be easily reproduced e.g. when using leveledit for a while) are probobly related to a memory leak or some other "out of resources" condition and therefore I cant fix them.

And the heightfield dialog stuff (not appearing in the drop-down for example) I cant fix either.

The fixes that I have done (I may do more if I can find more things to fix that are possible without source code) can be downloaded here:
http://gloryfades.black-cell.net/lefixes.zip (dont mind the URL, it was just the first place where I was offered hosting for the file)

Subject: mod tools bug fixes (IMPORTANT update)
Posted by Doitle on Fri, 09 Jul 2004 01:31:16 GMT
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What benefits should we see from the loading of always2.dat?

Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Fri, 09 Jul 2004 04:07:02 GMT
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basicly, it loads all the files contained in always.dat.
Which means, among other things, that leveledit will extract the correct armor.ini file (only when you first make a new mod package though or perhaps if you delete armor.ini or always/ini from your package).
Also, the C&C mode flying units will work properly without a crash now.
And generally, anything that uses the contents of always2.dat will work.

Subject: mod tools bug fixes (IMPORTANT update)
Posted by Blazea58 on Fri, 09 Jul 2004 10:51:54 GMT
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jonwilbasicly, it loads all the files contained in always.dat.
Which means, among other things, that leveledit will extract the correct armor.ini file (only when you first make a new mod package though or perhaps if you delete armor.ini or always/ini from your package).
Also, the C&C mode flying units will work properly without a crash now.
And generally, anything that uses the contents of always2.dat will work.

So does this mean that it will load all the Dsapo objects, which usually dont even appear when you press make?

 I really like all the other bug fixes, and its muchly appriciated that your doing this.

i dont mind that the play button doesnt work, i never really go "all out" with sounds.

Like the export as mix, that saves alot of time

1.w3dview no longer crashes on exit
Thats a big bonus, i hate the damn program, cause it was always crashing when i used it.
2.always2.dat is now loaded properly (which means leveledit can find the models in it)
Thats probably the most needed in my case, there is normally about 60% of the dsapo, that wont even load.
3.leveledit no longer crashes if it cant find the model it is looking for (instead it loads a dummy one)
Thats a big time saver as well , imo

I'm pleased with all the things you can still do with no source code, you are a god lol.

Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Fri, 09 Jul 2004 11:38:45 GMT
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I think that alot of the non-working things (DSAPO etc) are things that are totally missing (as in, the w3d file isnt anywhere in renegade).

Subject: mod tools bug fixes (IMPORTANT update)
Posted by htmlgod on Fri, 09 Jul 2004 12:03:38 GMT
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jonwil
Also, the C&C mode flying units will work properly without a crash now.
And generally, anything that uses the contents of always2.dat will work.

What do you mean? VTOL Spawning will work?

Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Fri, 09 Jul 2004 12:59:21 GMT
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the bug with clicking "make" on certain things (specificly the C&C mode versions of the orca, apache, transport helicoptor and APC) was caused because:
A.those vechicles use w3d files that are not in always.dat, only in always2.dat
B.always2.dat wasnt loaded, therefore leveledit wasnt able to find the w3d file.
and C.when leveledit couldnt find the w3d file, it crashed.

However, it doesnt crash anymore. And it reads from always2.dat.

Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Sun, 11 Jul 2004 11:22:38 GMT
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btw, I probobly wont be fixing anything in the gmax plugin (for a bunch of reasons including the fact that I wouldnt know where to start when it comes to reverse engineering it)

Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Mon, 12 Jul 2004 03:04:35 GMT
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ok, seems like my code for loading always2.dat ment that always.dbs wasnt being loaded properly (which means that leveledit cant find the preset database and such)

I am looking into a way to make it properly load always.dat, always2.dat AND always.dbs (and load them in the correct order) but its difficult (mainly because of the need to find enough space to insert the new code and then to come up with new code that does what it needs to do)

However, for now, you need to grab objects.ddb, conv10,.cdb and strings.tdb from somewhere (either another mod package created before you upgraded to the new leveledit or from always.dbs with XCC mixer)

because leveledit cant find objects.ddb, conv10.cdb or strings.tdb from always.dbs, it instead reads them from somewhere else (if there is a copy anywhere else) so even if they are there, you need to grab the correct copies.

mod packages created with the old leveledit dont have the problem with always.dbs. (but they do have the issue with armor.ini being read from always.dat instead of always2.dat)

Subject: mod tools bug fixes (IMPORTANT update)
Posted by laeubi on Tue, 13 Jul 2004 23:02:25 GMT
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jonwilthe bug "Tooltips for buttons under the preset tree window are wrong" is fixable but it would take so much effort without source code (finding space to insert the new tooltip strings and then adding the right code) that its not worth it.
Erm... I rember a tool i have on my PC wat was able to edit strings in those files, I once wanted to make a 'german' LE version, what captions are wrong I'll chekc if its possible to edit this with the tool.

Subject: mod tools bug fixes (IMPORTANT update)
Posted by jonwil on Tue, 13 Jul 2004 23:11:29 GMT
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the problem with the tooltips is that the all use the same string.
So, what I would have to do is to add more strings to the exe which is difficult.