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Subject: mod tools bug-fixes/enhancements I am looking into

Posted by [jonwil](#) on Wed, 12 Oct 2005 06:38:16 GMT

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I am going to attempt to look into the following mod tools bug fixes/enhancements (if I can)

- 1.w3dview crashes when you exit the program
- 2.leveledit will crash if you try to load a w3d file that doesnt exist
- 3.leveledit spits out an always.dbs file when you use the "export to mix file" which can lead to corruption of your always.dbs
- 4.leveledit has usefull hidden menu options to enable
- 5.leveledit has useless non-working menu options to disable
- 6.leveledit doesnt read the contents of always2.dat correctly
- 7.the buttons under the preset tree have incorrect tooltips
- 8.the mod selection screen has a bug where clicking the close button causes garbage to be output into the leveledit folder.
- 9.The "play" option for sound presets doesnt work.
- 10.There is a bug where if the main render window (with the level itself in it) is smaller than the render widgets for the door trigger and vehicle transition editors, the door trigger and vehicle transition editors are broken and dont work (this is most obvious for those running at 800x600 or lower resolutions or that have lots of extra stuff taking up screen space like IM clients or toolbars)
- 11.If you open a model in w3dview and click on a mesh in the mesh list where the mesh has "skin" settings (e.g. most meshes for human models), w3dview crashes.
- 12.Enhance leveledit to not put scripts.dll into a \*.pkg file when you export
- 13.Enhance leveledit to copy scripts.dll and scripts2.dll into your leveledit folder when you create a mod package. Or alternativly (and probably better), make it read scripts.dll and scripts2.dll and so on from the renegade folder itself.
- 14.Sometimes when you switch back to leveledit, it doesnt repaint properly
- 15.If you dont fill in all the fields for the parameters to a script, leveledit will crash when saving the level
- 16.Issues that happen when you open and close lots of dialogs etc where it will eventually crash (this is almost certainly some memory leak somewhere that will likely be almost impossible to track down). Also connected to this is that sometimes the taskbar, start menu, desktop etc will become glitched before it crashes.
- 17.Glitches on the heightfield editor dialog (some items dont repaint, heightfields on the dropdown list are broken, cant switch between heightfields)
- 18.Clean up the presets and release a new clean objects.ddb for modders to use for mods (only mods that totally replace always.dbs or that are .pkg mods)

If anyone knows of anything else I should look into, please let me know.

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Subject: Re: mod tools bug-fixes/enhancements I am looking into

Posted by [Kamuix](#) on Sun, 16 Oct 2005 06:31:08 GMT

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One other thing i noticed rong with Leveledit that I dont think is in here. Somtimes when loading a map a list of missing presets come up. But the list is empty? Cancel crashes it most of the time.

and if you select a certain preset it will again crash.

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Subject: Re: mod tools bug-fixes/enhancements I am looking into

Posted by [Raptor RSF](#) on Tue, 24 Jul 2007 17:58:39 GMT

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u should check the "out of memory" error/message

when i go to pathfinding >> generate sectors it will give this message...

i really have enough virtual memory i think.

( i got like 3070 mb of it )

ppl wanted to know how to fix this

grtzz

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