
Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 02:34:00 GMT
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Name all the major (as in "this actually makes some part of leveledit unusable or hard to use") bugs in leveledit Thus far: 1. if a texture is the wrong size or color depth, it causes problems (is it just an error or has it caused more problems for people) 2. when running in 800x600, the door trigger/vehicle transition editor dialog has problems 3. leveledit crashes anytime it tries to read from always2.dat 4. the sound play button doesn't actually play any sounds Anything else that is considered "must fix"?

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 02:39:00 GMT
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I have one. Whenever I try to load up a level I have saved before, the textures on the terrain in the level always show up as black. Like, if I put a file on the presets menu, make it, save it as a level, close leveleditor, reopen it and then open the level, the textures on the terrain I had just made show up as black. I think it has something to do with Vertex Painting. However, when I open the level, then go to where that terrain is on the Preset menu, and click Mod, and then OK, it fixed the problem. It really isn't much of a problem, just annoying. I hope I explained that well enough.

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 04:02:00 GMT
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well if that bug is only annoying, it's not "major" imho.

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 04:22:00 GMT
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Hmm! It crashes if you try to switch to fullscreen mode The string to excel file export doesn't work with office xp It creates folders like ALWAYS, presets and levels in your leveledit dir if you click the "x" in the mod selection window your level is in wireframe mode if you forget to switch wireframe mode in the leveledit off before exporting mod. Not major: the pt models should be visible in leveledit Other stuff: the w3d viewer has random crashes and sometime are the registry values for window size damaged it doesn't load textures from always.dat like leveledit.

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 04:28:00 GMT

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fix the stringtable editoranother thing to add to this list is "support for getting string IDs from strings" [January 04, 2003, 04:30: Message edited by: Jonathan Wilson]

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 05:09:00 GMT
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I have another one:Whenever I make a map, it really sux j/k u cant fiz that. Ive never used it

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 06:52:00 GMT
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Leveledit only seems to work in 16 bit color

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 08:30:00 GMT
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For some reason if I'm in both LevelEdit and Renegade (for testing), it stresses out my video card and I experience the amazing auto-resizing/disappearing taskbar

Subject: name all the major bugs in leveledit
Posted by [Anonymous](#) on Sat, 04 Jan 2003 11:07:00 GMT
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I get that too with the taskbar sometimes LOLthe 800x600 door thingy is my only noted bad problem, I never could get doors to disappear so I could walk in. I just use the f6 mode and "Fly" into the building via the walls or door.
