
Subject: list bugs in LE here

Posted by [jonwil](#) on Wed, 30 Sep 2009 00:37:04 GMT

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Now that we can do stuff to LE, I wanna go and fix some of the bugs.

Please list all bugs (including detailed steps to reproduce) here so I can see if they are fixable.

Subject: Re: list bugs in LE here

Posted by [Lone0001](#) on Wed, 30 Sep 2009 01:19:35 GMT

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What about the crash when you attach a script to an object and leave the parameters blank?

Subject: Re: list bugs in LE here

Posted by [YazooGang](#) on Wed, 30 Sep 2009 10:24:55 GMT

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I dont know if this happens to anyone else but when i use Level Editor for like 5 min, it starts to change the buttons and stuff on my computers explorer.exe. Sometimes the start menu disappears, or the icons in the right bottom corner disappear. Other stuff happen too.

Subject: Re: list bugs in LE here

Posted by [Spyder](#) on Wed, 30 Sep 2009 10:43:05 GMT

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YazooGang wrote on Wed, 30 September 2009 12:24I dont know if this happens to anyone else but when i use Level Editor for like 5 min, it starts to change the buttons and stuff on my computers explorer.exe. Sometimes the start menu disappears, or the icons in the right bottom corner disappear. Other stuff happen too.

Same problem here. And it happens mostly when saving the objects file.

Subject: Re: list bugs in LE here

Posted by [GEORGE ZIMMER](#) on Thu, 01 Oct 2009 04:05:07 GMT

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-Using LE in general, as stated above can cause various buttons on comp to start being generally messed up. Seems as though saving files is what causes it.

-Inability to change level settings (due to crashing) without disabling themes/advanced text

services or whatever.

-Modding a non-temp'd preset often causes crashes after a couple of times. Also seems to like to cause the messed up windows buttons thing as above sometimes.

-"Save presets" option doesn't seem to work. Would be handy to not have to export the map every single time just to save non-temp'd presets.

-Pressing the button to be Havoc and walk around the map doesn't work at first, so you have to exit out then press it again for it to work.

-Not really a bug, but would be nice if you could add scripts to ammo.

-Moreso a Renegade engine bug, but adding an animation to a weapon doesn't seem to work outside single player. Maybe add in something that works instead? I know it's possible as Jerad2142 has been able to do it (playing animations when firing a weapon that is).

-Not really a "bug" exactly, but you can't use ctrl+v to paste where you can right click and paste for certain things (Coordinates for objects do this IIRC, might be more). Can be annoying.

-Also not really a bug, but being able to change warheads and armor via LE would be pretty damn handy.

-Not sure if the "Jonwil Level Edit fix" (can't really remember, don't think so though) fixes this, but LE doesn't read 1.037's armor.ini or dazzle.ini from always2.dat. This causes 0 bug in .pkg maps, apparently.

There's some I've found, I'll look for more.

Subject: Re: list bugs in LE here
Posted by [jonwil](#) on Thu, 01 Oct 2009 04:13:45 GMT
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Glitched buttons, those I have seen before myself. Fixing them is going to be annoying though Themes issue, that one I havent experienced here (since I have turned themes off completely) Crashes are definatly on the list to fix.

The old "Leveledit fix" does solve the armor.ini and dazzle.ini problems.

Scripts on ammo is not going to happen.
Don't know how Jerad Grey is doing weapon animations so I dont know if thats something we will be doing.

Will look at all the other issues and see if I can reproduce and/or fix them.

No, I wont be doing an armor.ini editor

Subject: Re: list bugs in LE here
Posted by [SSIDJTHED](#) on Thu, 01 Oct 2009 04:22:44 GMT
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This isn't technically a "bug" but ive noticed that your "Export As mix" wont extract the textures I use and put in the Mod folder..... can you make it so it can also extract with tga and dds and w3d ETC.

Subject: Re: list bugs in LE here
Posted by [Veyrdite](#) on Thu, 01 Oct 2009 07:07:21 GMT
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If I knew this topic was here I would have posted this here. Sorry.

http://www.renegadeforums.com/index.php?t=msg&th=34781&start=0&rid=21474#msg_num_17

Subject: Re: list bugs in LE here
Posted by [Gen_Blacky](#) on Thu, 01 Oct 2009 07:42:03 GMT
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I had a problem where i had to many temp presets and would cause le to crash.

Make it so le doesn't crash when you add an empty script.

Make it so you can export presets like sated above

I dont know if its just me but the vis walk through seems not to work.

Subject: Re: list bugs in LE here
Posted by [Reaver11](#) on Thu, 01 Oct 2009 13:12:30 GMT
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Dthdealer wrote on Thu, 01 October 2009 02:07If I knew this topic was here I would have posted this here. Sorry.

http://www.renegadeforums.com/index.php?t=msg&th=34781&start=0&rid=21474#msg_num_17

Same here my comments are also in the older topic.

Subject: Re: list bugs in LE here

Posted by [SSIDJTHED](#) on Fri, 02 Oct 2009 01:27:19 GMT

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Also, LE will crash if you bhave Renegade running when you open LE, wondeering if that is fixible...?

Subject: Re: list bugs in LE here

Posted by [Gen_Blacky](#) on Fri, 02 Oct 2009 02:43:20 GMT

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SSIDJTHED wrote on Thu, 01 October 2009 20:27Also, LE will crash if you bhave Renegade running when you open LE, wondeering if that is fixible...?

never happened to me.

Subject: Re: list bugs in LE here

Posted by [YazooGang](#) on Fri, 02 Oct 2009 10:24:10 GMT

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Gen_Blacky wrote on Thu, 01 October 2009 21:43SSIDJTHED wrote on Thu, 01 October 2009 20:27Also, LE will crash if you bhave Renegade running when you open LE, wondeering if that is fixible...?

never happened to me.

I would kill my self if that happened.

Subject: Re: list bugs in LE here

Posted by [Altzan](#) on Fri, 02 Oct 2009 12:46:40 GMT

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Gen_Blacky wrote on Thu, 01 October 2009 21:43SSIDJTHED wrote on Thu, 01 October 2009 20:27Also, LE will crash if you bhave Renegade running when you open LE, wondeering if that is fixible...?

never happened to me.

Ugh, I've had that too

Also wasn't there bugs involved with walking among your level in LE? (not the one where you click the button and have to click it again to make it work)

Subject: Re: list bugs in LE here
Posted by [Jerad2142](#) on Mon, 05 Oct 2009 20:25:42 GMT
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jonbil wrote on Wed, 30 September 2009 22:13
Don't know how Jerad Grey is doing weapon animations so I dont know if thats something we will be doing.

I trashed the system, animations weren't triggering client side (although, if you guys haven't noticed the animations will play on other players, just not the client's player itself.

jonbil wrote on Wed, 30 September 2009 22:13
No, I wont be doing an armor.ini editor

I might toss myself something together some time, if it turned out to be any good I'd toss it up here on the forums (Renhalo is getting to be quite the armor.ini mess.

Subject: Re: list bugs in LE here
Posted by [Jerad2142](#) on Tue, 06 Oct 2009 03:56:03 GMT
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I got bored and threw together some lame dos editor, all it really does is add warheads to all the Scale and Shield attributes right now (would have been really helpful to be back when I was doing a lot of work on Renhalo, would have saved me a lot of ctrl + c and ctrl + v). I'll work on it some more and when its more useful I'll toss it up.

Subject: Re: list bugs in LE here
Posted by [Poskov](#) on Tue, 06 Oct 2009 10:32:21 GMT
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Adding a "save objects.ddb" button would be nice, to protect against info loss from crashes. Plus it's more convenient.

Subject: Re: list bugs in LE here
Posted by [Reaver11](#) on Tue, 06 Oct 2009 11:00:38 GMT
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Oh I forgot a LE bug.
It can adjust your desktop make Icons disappear or it adjust the startmenu bar.

(It a appeared on my winxplaptop and my win64vistapc)

Subject: Re: list bugs in LE here
Posted by [Jerad2142](#) on Tue, 06 Oct 2009 16:03:05 GMT
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Poskov wrote on Tue, 06 October 2009 04:32 Adding a "save objects.ddb" button would be nice, to protect against info loss from crashes. Plus it's more convenient. Beings the save presets button currently doesn't work, usually I just press 5 on the number pad and then go to exit, hitting save on the presets dialog, and cancel on the save level dialog obviously, its the second best thing.

I'd love to see pathfind be able to expand past 2GB of ram (even if it has to use slow paging files).

Subject: Re: list bugs in LE here
Posted by [jonwil](#) on Tue, 06 Oct 2009 23:42:59 GMT
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The 2GB limit is a hard limit on 32 bit exe files (which is what LE is) and cant be fixed unless you somehow had the source code to LE and made a 64 bit version)

Subject: Re: list bugs in LE here
Posted by [Canadacdn](#) on Wed, 07 Oct 2009 00:46:49 GMT
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Fix the framerate so it isn't locked to 20 all the time.

Subject: Re: list bugs in LE here
Posted by [Jerad2142](#) on Wed, 07 Oct 2009 16:13:15 GMT
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jonwil wrote on Tue, 06 October 2009 17:42 The 2GB limit is a hard limit on 32 bit exe files (which is what LE is) and cant be fixed unless you somehow had the source code to LE and made a 64 bit version)

Oh I thought you wee saying that you guys had the source, or had remade the code (you know by saying "Now' that we can do stuff to LE, I wanna go and fix some of the bugs." after all you could always Hex edit Level editor).

Subject: Re: list bugs in LE here
Posted by [jonwil](#) on Wed, 07 Oct 2009 23:33:53 GMT
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We dont have the source to LE.

What we do have is the ability to put all kinds of code into our dlls and patch LE to call it (just like we do for renegade)

Subject: Re: list bugs in LE here

Posted by [Jerad2142](#) on Thu, 08 Oct 2009 16:40:43 GMT

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'Simple' objects that have been given StaticAnimPhys will crash LE if you left click them after they have been placed on the level.
