
Subject: Debug mode in Commando Editor
Posted by [Deactivated](#) on Fri, 30 Jan 2004 19:55:58 GMT
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Has anybody noticed this before?

Subject: Debug mode in Commando Editor
Posted by [Cpo64](#) on Sat, 31 Jan 2004 07:05:48 GMT
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How did you do that?
Edit something? (registry, ini?)

Subject: Debug mode in Commando Editor
Posted by [Deactivated](#) on Sat, 31 Jan 2004 09:47:10 GMT
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I edited the EXE with Resource Hacker.

I found stuff like this as well:

Subject: Debug mode in Commando Editor
Posted by [Dante](#) on Sat, 31 Jan 2004 09:55:16 GMT
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more importantly, and could have saved me some major fucking head aches....

Subject: Debug mode in Commando Editor
Posted by [Aircraftkiller](#) on Sat, 31 Jan 2004 10:06:25 GMT
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Post up the *.exe file - I want to check it out.

Subject: Debug mode in Commando Editor
Posted by [Dante](#) on Sat, 31 Jan 2004 10:09:50 GMT

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not to mention, that is properly exports .mix files, and includes a .dep file in the actual .mix, and you can batch export .lvl files, and it will also export a matching always.dbs.....

Subject: Debug mode in Commando Editor
Posted by [Deactivated](#) on Sat, 31 Jan 2004 10:18:43 GMT
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AircraftkillerPost up the *.exe file - I want to check it out.

Me? All what I enabled was that menu. For me it doesn't seem to be useful (at least for me).
Memory log shows always as 0.00 KB.
Res Hack is here:
<http://www.users.on.net/johnson/resourcehacker/>

Subject: Debug mode in Commando Editor
Posted by [Dante](#) on Sat, 31 Jan 2004 10:29:32 GMT
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http://www.renevo.com/Downloads/LevelEdit_Dev.zip

This seems to be the long lost Developer Version of Level Edit that we all wanted.

Seems that there are two seperate main menu groups, we got the mod version, not the game version.

Additions:

- Real .mix export
- Real Always.dat export
- Real Always.dbs export
- Real .dep file support (dependency files)
- Real VSS integration (Visual Source Safe)
- Real Always.dat file management.
- Batch .mix expporting.

More still looking.

Thanks to SeaMan for bringing my attention on figuring this out, he did it first (as far as i know).

This opens Up SOOOOO much.

Simply Extract to your LevelEdit Dir, and play away.

Subject: Debug mode in Commando Editor
Posted by [Deactivated](#) on Sat, 31 Jan 2004 10:46:23 GMT
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When you have time, you might also edit some exe strings so for example "Dispaly Vis Sectors" button says "Display VIS Sectors" instead.

Subject: Debug mode in Commando Editor
Posted by [Dante](#) on Sat, 31 Jan 2004 10:47:14 GMT
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haha, good point, i am using VS.Net to edit it

Subject: Debug mode in Commando Editor
Posted by [Try_lee](#) on Sat, 31 Jan 2004 11:12:30 GMT
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Woooo! Bravo!!!

Ummmm... What does it mean? Better tools so better mods and maps?

Subject: Debug mode in Commando Editor
Posted by [Deactivated](#) on Sat, 31 Jan 2004 11:16:00 GMT
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Try_leeUmmmm... What does it mean? Better tools so better mods and maps?

Not really, but it saves some headache when you are making a mod or a map.

No longer you have to type "C&C_Map.mix" to save the map as .MIX.

Subject: Debug mode in Commando Editor
Posted by [General Havoc](#) on Sat, 31 Jan 2004 11:17:02 GMT

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Great Work I used resource hacker on other apps (adding shortcuts etc.) but I never thought of doing anything like that. Sounds interesting, I'll check it out.

Never know, you might find some other interesting stuff there too.

Subject: Debug mode in Commando Editor
Posted by [Dante](#) on Sat, 31 Jan 2004 11:28:44 GMT

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Try_leeWoooo! Bravo!!!

Ummm... What does it mean? Better tools so better mods and maps?

this means, people like me have a lot of new toys and ideas to play with...

Subject: Debug mode in Commando Editor
Posted by [kawolsky](#) on Sat, 31 Jan 2004 12:40:39 GMT

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nice find!!

Subject: Debug mode in Commando Editor
Posted by [Sir Kane](#) on Sat, 31 Jan 2004 15:57:59 GMT

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Funny thing is I was using Resource Hacker just a few days ago to look at the LE resources and didn't check the menus, lol. Anyways, I found the code that pushes the resource ID (0x81) on the stack, so simply modifying that to 0x02 instead would work as well.

Subject: Debug mode in Commando Editor
Posted by [Sanada78](#) on Sat, 31 Jan 2004 19:13:06 GMT

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I tried to install the file you made Dante, but it says I'm missing the file "mss32.dll". I think it's a file needed or my ATI graphics card so I don't think it'll affect everyone.

I've change the menu myself and have to say it's a great find. So much more stuff to try out and no more annoying "Map.mix" way of saving things.

Subject: Debug mode in Commando Editor
Posted by [Dante](#) on Sat, 31 Jan 2004 20:57:58 GMT
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you uhmm, do need the standard level editor installed, i didn't package it all up pretty

Subject: Debug mode in Commando Editor
Posted by [Sanada78](#) on Sat, 31 Jan 2004 21:01:23 GMT
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My bad, I didn't see the bit you said at the bottom of your post.

Subject: Debug mode in Commando Editor
Posted by [General Havoc](#) on Sat, 31 Jan 2004 21:24:52 GMT
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The mix export is pretty handy. I'm sure the always.dat on is useful too. It unlocks some things on other menus too like the Edit one.

You can use resource hacker to disable menu's such as singleplayer too. Could be handy if the RenAlert team wanted to prevent access to the singleplayer menu or something.

Subject: Debug mode in Commando Editor
Posted by [Titan1x77](#) on Sun, 01 Feb 2004 02:34:19 GMT
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does this mean all of those people who used "add" instead of "Temp" can make a .mix map?...Cuz im tired of explaining what they have to do...and would rather instruct them to d-load this.

Subject: this is good
Posted by [jonwil](#) on Sun, 01 Feb 2004 03:48:39 GMT
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specificly the "export IDs" option on the string menu.

Although I had already made a program to get the IDs from strings.tdb myself before this was discovered

Subject: Debug mode in Commando Editor

Posted by [Deactivated](#) on Sun, 01 Feb 2004 14:13:06 GMT

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Here's something nice

<http://www.cannis.net/yuri/files/w3dview.zip>
