
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.
