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Subject: Re: Which leveledit bugs should I fix next?

Posted by [TD](#) on Mon, 28 Nov 2005 22:15:34 GMT

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Maybe you could make a small standalone Objects Modding program? Without all the hassle in Leveleditor, and needing to explain every n00b how to do it?

It doesn't need to be advanced, just needs some basic modding tools, Edit the settings that are in the objects, add settings, delete. And if you want, add information in the program about the entry you are editing at that moment.

I think leveleditor will do good for a while with your current fixes. I never use the map editor, a standalone objects editor with less memory usage and not fucking up stuff in Windows like start button, taskbar, etc...

Also add scripts.dll and scripts2.dll by default in the main folder of the program so we dont need to do it ourself and for every seperate objects.. Just a simple Box to Add New Mod, Edit Mod Name, Start Select Mod (to edit it). So there's a list to add new mod object.ddb mods and give it a name and then mod it. It creates a folder in the folder of the program with the given name and the objects.ddb will be in there.

Easy and simple, and hopefully made

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