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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Dante](#) on Tue, 20 Dec 2005 05:00:56 GMT  
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jonwil wrote on Sun, 27 November 2005 05:05The features were removed because they are broken and do not work properly in the public version of leveledit (or they are only usefull to westwood)

Actually, a lot of the stuff you removed works great, like the lighting import and exports.

Also, the include files was a nice feature for mods building there own always.dat files, it would have been better to create a wrapper so that you could more easily save the files and paths to an xml file so that you could easier create and manage the always.dat files from within level editor.

but hey, those are my past experiences.

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