
Subject: Re: Preview of a new feature in scripts.dll 4.0
Posted by [Reaver11](#) on Wed, 30 Sep 2009 12:36:40 GMT
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I have modded alot in on single preset. Now if I try to temp stuff or even mod temped stuff then leveleditor will clear my entire preset list. (I can pm you the presets so you could try for yourself)[Well it more looks like the temps20.ddb screwed up since I can still add stuff or modify added stuff]

All I notice is when you have done a lot of work in Leveleditor it will screw up the presets. Once it got so crazy that leveleditor would only let me select spawners as ammo types in weaponpresets. (Afterwards it would crash)

Leveleditor is also experiencing difficulties when you try to make the pathfind for a map that has like 9000000 zones. Even if you block of paths with a large_pathfindblockers. Leveleditor will continue to work and do its job eventually but all your screens whiteout and you cannot even minimalize them. (I did the waypaths on c&c_pacific)

Also the agt building controller can be a pain in the ass to place. A couple of times I tried moving and rotating it to get the four miniguns in a different angle but in Ren they kept on the same position.

Also the repairbay buildingcontroller is glitched but I believe you guys have already fixed it. (The electrical minesucking thing)

I tried once to make a heightfield map it worked out pretty nice only my leveleditor kept forgetting the surfacetype I gave the terrain. (So my grass would still sound like metal when you walk over it)

I was using your patched version. Thats about the most I have noticed in leveleditor. Not sure if everything is due to bugs I might be that I just screwed something up.
