Subject: Hidden Leveledit Features
Posted by Sonarpulse on Sat, 16 Jun 2012 03:39:27 GMT

I was looking at Leveledit a couple of years ago in a resource editor, and I noticed that the menu of the Westwood full version of LE was still there hidden away. Maybe this is a result of TT's changes, or maybe I didn't notice before, but if a couple (2-3) of features are copied over to the used menu, they work fine. If more however are added, however, evidently there is some sort of overflow, and DEP crashes LE. If even more are added LE might crash on it's own.

Anyways I was wondering if TT has the ability to enable the old menu in it's entirely (along with the couple of features only found in the mod edition of LE). As proof, I have attached a version of LE with some always.dat export features added (probably is the same as renaming a mod package, but you never know. Maybe LE's old system of asset dependency databasing plays a roll).

EDIT: Got the old menu in the latest LEs! Here is the latest edition:
http://www.renegadeforums.com/index.php?t=getfile&id=14241&rid=26513
no need to download the attachment below

File Attachments
1) apb leveledit.rar, downloaded 273 times