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Subject: Re: Hidden Leveledit Features

Posted by [Sonarpulse](#) on Mon, 18 Jun 2012 21:34:51 GMT

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Indeed, I felt like I discovered burried treasure when I first found it. Since I can't enable the entire menus without it crashing, though I would post the RC data here (in a more readable form). There are a lot more features than what I enabled in the download:

Here is the "mod" version. (Originally even export Mix wasn't on it, that was added by some earlier resource hacker.)

Toggle Spoiler

---- Menu -----

&File >

&New\tCtrl+N

&Open...\tCtrl+O

&Save Current Level\tCtrl+S

Save Current Level &As...

-----  
&Save Presets...

-----  
&Export To Mix...

&Export Mod Package...

-----  
Recent File

-----  
E&xit

&Edit >

&Undo\tAlt+Backspace

-----  
Cu&t\tShift+Del

&Copy\tCtrl+C

&Paste\tCtrl+V

-----  
&Include Files...

-----  
&Repartition Culling Systems

&Verify Culling Systems

-----  
Terrain &Selectable

-----  
&Background Settings...

Level Settings...

Vie&w >

&Toolbar

&Status Bar

-----  
&View Fullscreen\tCtrl+Shift+F

Change &Device...  
-----  
Display &Options...  
-----  
Show Static &Anim Objects\tCtrl+Shift+T  
Show &Editor-Only Objects  
-----  
View Sound S&pheres  
View &Light Spheres  
-----  
&Building Power On  
&Object >  
&Drop to ground\tCtrl+D  
-----  
&Lock Objects\tEnter  
&Unlock Objects\tCtrl+U  
-----  
&Replace Selection...\tCtrl+H  
Add Point...\tCtrl+P  
Goto Object...  
-----  
Set Start ID...  
&Check IDs...  
Fix ID Collisions...  
Remap Unimportant IDs  
&Remap IDs...  
&Vis >  
&Render with Vis Camera  
Enable Vis Sector Fallback  
-----  
&Debug Report...  
Statistics...  
View &Points  
&View Vis Window  
&Toggle Manual Vis Points\tF3  
&Make Manual Vis Point\tCtrl+`  
-----  
&Discard Vis Data  
Reset D&ynamic Culling System  
-----  
&Run Manual Vis Points...  
-----  
Build Dynamic Culling System...  
Auto Generate &Vis...  
&Optimize Vis Data...  
&Pathfinding >  
&Generate Sectors...  
Generate Flight Data...

-----  
Display &Sectors  
Display &Portals  
-----  
Display P&aths  
Display &Full Paths  
&Test Pathfind  
-----  
Test G&oto  
-----  
Display &Raw Sectors  
Display &Web  
-----  
&Discard Data  
-----  
&Import Data...  
&Export Data...  
&Lighting >  
&Toggle Lights\tCtrl+I  
Display Light &Vectors  
-----  
Toggle Sun&light  
&Edit Sunlight...  
-----  
&Ambient Light...  
-----  
&Vertex Lighting  
Multi-&Pass Lighting  
Multi-Te&xture Lighting  
-----  
&Import...  
Import &Sunlight...  
E&xport...  
-----  
Compute Vertex Solve  
&Sounds >  
Toggle &Music  
Toggle &Sound Effects  
&Camera >  
&Top\tCtrl+T  
B&ottom\tCtrl+M  
&Front\tCtrl+F  
&Back\tCtrl+B  
&Left\tCtrl+L  
&Right\tCtrl+R  
-----  
&Auto level\tCtrl+A  
-----

Depth -50\tAlt+Minus  
Depth +50\tAlt+Plus  
-----  
Goto Location...\tCtrl+G  
-----

&Strings >  
&Edit Table...  
-----  
&Import IDs...  
&Export IDs...  
Prese&ts >  
&Export...  
Im&port...  
-----  
Export &File Dependencies...

Here is the "Developement" version.

Toggle Spoiler

---- Menu -----  
&File >  
&New\tCtrl+N  
&Open...\tCtrl+O  
&Save\tCtrl+S  
Save &As...  
-----  
&Save Presets...  
-----  
&Export...  
Ex&port Always...  
Export &Local Always...  
&Batch Export...  
-----  
Export &Language Version...  
Export &Installer Language Version...  
-----  
Recent File  
-----  
E&xit  
&Edit >  
&Undo\tAlt+Backspace  
-----  
Cu&t\tShift+Del  
&Copy\tCtrl+C  
&Paste\tCtrl+V

-----  
Select &Asset Database...  
Change Asset &Tree...  
&Include Files...  
-----  
&Repartition Culling Systems  
&Verify Culling Systems  
-----  
Terrain &Selectable  
-----  
&Background Settings...  
Level Settings...  
View &w >  
&Toolbar  
&Status Bar  
-----  
&View Fullscreen\tCtrl+Shift+F  
Change &Device...  
-----  
Display &Options...  
-----  
Show Static &Anim Objects\tCtrl+Shift+T  
Show &Editor-Only Objects  
-----  
View Sound S&pheres  
View &Light Spheres  
Toggle &Attenuation Spheres  
-----  
&Building Power On  
&Object >  
&Drop to ground\tCtrl+D  
-----  
&Lock Objects\tEnter  
&Unlock Objects\tCtrl+U  
-----  
Increase Attenuation Spheres\tCtrl+0  
Decrease Attenuation Spheres\tCtrl+9  
-----  
&Import Dynamic...  
&Export Dynamic...  
-----  
Im&port Static...  
Export &Static...  
-----  
&Export Tile List...  
-----  
&Replace Selection...\tCtrl+H  
Add Point...\tCtrl+P

Goto Object...  
 -----  
 Set Start ID...  
 &Check IDs...  
 Fix ID Collisions...  
 Remap Unimportant IDs  
 &Remap IDs...  
 &Vis >  
 &Render with Vis Camera  
 Enable Vis Sector Fallback  
 -----  
 &Debug Report...  
 Statistics...  
 View &Points  
 &View Vis Window  
 &Toggle Manual Vis Points\tF3  
 &Make Manual Vis Point\tCtrl+`  
 -----  
 &Discard Vis Data  
 Reset D&ynamic Culling System  
 -----  
 Import &Farm Data...  
 Run &Job File...  
 -----  
 &Import Remap Data...  
 E&xport Remap Data...  
 -----  
 &Run Manual Vis Points...  
 -----  
 Build Dynamic Culling System...  
 Auto Generate &Vis...  
 &Optimize Vis Data...  
 &Pathfinding >  
 &Generate Sectors...  
 Generate Flight Data...  
 -----  
 Display &Sectors  
 Display &Portals  
 -----  
 Display P&aths  
 Display &Full Paths  
 &Test Pathfind  
 -----  
 Test G&oto  
 -----  
 Display &Raw Sectors  
 Display &Web  
 -----

&Discard Data  
 -----  
 &Import Data...  
 &Export Data...  
 &Lighting >  
   &Toggle Lights\tCtrl+I  
   Display Light &Vectors  
 -----  
   Toggle Sun&light  
   &Edit Sunlight...  
 -----  
   &Ambient Light...  
 -----  
   &Vertex Lighting  
   Multi-&Pass Lighting  
   Multi-Te&xture Lighting  
 -----  
   &Import...  
   Import &Sunlight...  
   E&xport...  
 -----  
   Compute Vertex Solve  
 &Sounds >  
   Toggle &Music  
   Toggle &Sound Effects  
 &Camera >  
   Perspective  
   Orthographic  
 -----  
   &Top\tCtrl+T  
   B&ottom\tCtrl+M  
   &Front\tCtrl+F  
   &Back\tCtrl+B  
   &Left\tCtrl+L  
   &Right\tCtrl+R  
 -----  
   &Auto level\tCtrl+A  
 -----  
   Depth -50\tAlt+Minus  
   Depth +50\tAlt+Plus  
 -----  
   Goto Location...\tCtrl+G  
 -----  
 &Strings >  
   &Edit Table...  
 -----  
   &Import IDs...  
   &Export IDs...

-----  
Export for &Translation...  
Im&port Translation...  
Prese&ts >  
  &Immediate Check In  
  &Check In...  
-----  
  &Export...  
  Im&port...  
-----  
Export &File Dependencies...  
&Report >  
  File Usage...  
  Missing Translations...  
&Debug >  
  &Debug Scripts Mode  
  &Create Proxy Objects  
-----  
  &View Memory Log...  
-----  
E&xtract RC Strings...  
Extract &Installer RC Strings...  
-----  
Generic Debug Fn 1

As you all can see, LE was original much more than a level editor, but also had some sort of primitive version control databasing system built in that handled both presets and strings, and file dependencies. Always.dat is just an exported snapshot of that database. It at least supported both local and remote databases in the form of two different files, and maybe even used a remote server for the remote database.

(If this forum supports spoiler tags, sorry I didn't use them.)  
Edit: oh wait, I can edit old posts!

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