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Subject: Re: Hidden Leveledit Features

Posted by [Sonarpulse](#) on Tue, 19 Jun 2012 20:37:10 GMT

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Ok, reading about source safe, it does sound pretty shitty. For testing though, <http://archive.msdn.microsoft.com/KB976375> maybe would allow LE to work with Visual Studio 2010. Might be neat just to try. But if you guys say it need's a specific version, then that's out the window too.

More practically using a modern decent version control system over a mod package get's the job done, and is probably better than using an integrated, but shitty system like sourcesafe+LE.

Anyways, I've got the latest version with the entire Dev menu! it was really simple. I simply renamed menu 2 (the dev menu) to 129 (the mod menu), and menu 129 to menu 2. This effectively switched the menus, without switching their location within the executable causing it to not crash on boot! Then I added the one thing only on the mod menu: export mod package, to the dev menu, and it still worked just fine.

So now I am uploading both the APB and Renegade Mod 4.0 tools package with this fix. Unlike the one Gen\_Blackly upload, these are the latest version in all other ways of contending, so they should work fine with 4.0. The other one is besides the menu swap, virtually identical to westwood's original upload and is thus incompatible with 4.0.

@Jonwil the current 4.0 LEs, both ren's and APB's, had menus virtually unchanged from older versions of LE, and thus were missing tons of working features. These should be the best of both worlds, and I recommend TT base their version of LE off this. If there are features that crash LE every time, I recommend TT just grey them out, something which I believe can be accomplished with a resource editor, so people know what they are missing.

### File Attachments

1) [leveledit\\_Ren+APB.rar](#), downloaded 443 times

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