
Subject: 2 changes to leveledit made in 4.1

Posted by [jonwil](#) on Wed, 26 Feb 2014 02:17:35 GMT

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The next build of 4.1 is due out soon and I have just made 2 changes to leveledit I think people are going to like.

Firstly, when first starting leveledit, when creating a new map or when loading a map that doesn't have its own .ddb file, it will load presets\temps20.ddb again. It will however still only save temp presets to the per-map ddb files.

Secondly, if always\translationdb\strings_map.tdb exists, it will load/save/edit that file instead of strings.tdb.
