Subject: Debug mode in Commando Editor
Posted by Dante on Sat, 31 Jan 2004 10:29:32 GMT

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http://www.renevo.com/Downloads/LevelEdit_Dev.zip

This seems to be the long lost Developer Version of Level Edit that we all wanted.

Seems that there are two seperate main menu groups, we got the mod version, not the game version.

Additions:

Real .mix export
Real Always.dat export
Real Always.dbs export
Real .dep file support (dependency files)
Real VSS integration (Visual Source Safe)
Real Always.dat file management.
Batch .mix expporting.

More still looking.

Thanks to SeaMan for bringing my attention on figuring this out, he did it first (as far as i know).

This opens Up SOOOOO much.

Simply Extract to your LevelEdit Dir, and play away.