Subject: I just discoverda major leveledit bug
Posted by jonwil on Mon, 19 Apr 2004 13:31:36 GMT
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Aparently, leveledit doesnt read w3d files (and mabie other files, dont know) from always2.dat.

This, combined with another bug that causes leveledit to crash if you insert a preset where the w3d file doesnt exist into the level is why attempting to insert

The solution is to put the w3d files into a file leveledit can see (for example, a good quick-fix is to copy always2.dat to temp.mix which will then be read be leveledit)

It might be possible to fix the core leveledit bug via a binary patch to leveledit.exe that modifies the code to load always2.dat (I think I know what the new code would need to do, its just a matter of finding somewhere to stick it)