Subject: leveledit bug fix update
Posted by jonwil on Sat, 12 Jun 2004 13:17:30 GMT
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Firstly, the bug "Leveledit doesnt load always2.dat", I found out how to fix that (I hope).
the Tooltips for buttons under the preset tree window are wrong bug I can fix if I can find enough space in leveledit.exe for the new code.
as for "Pressing the "play" button for sound presets doesnt play any audio", I found the code responsible for the "play" button but I need to figure out what it does and why its broken.
for the bug "If you are running at 800x600, you get graphics errors in the Vechicle Transition and Door Trigger editors", I found out that at 800x600, IDirect3DDevice8::SetRenderTarget returns D3DERR_INVALIDCALL whereas at bigger resolutions it returns D3D_OK. Next step is to find out why its broken and fix it.
I also have a fix for the "w3dview crashes when you exit" bug.

Although this isnt out yet, I will give this warning now.
None of these fixes have been tested very much. Be carefull when using the fixed version and save often.