
Subject: leveledit bug fix update

Posted by [jonwil](#) on Sun, 13 Jun 2004 03:56:28 GMT

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further to the bug "f you are running at 800x600, you get graphics errors in the Vechicle Transition and Door Trigger editors", I now know what the bug is and can hopefully fix it.

Basicly, the bug is caused because the main window (the place you see the level in) is smaller than the box in the dialog which displays the zone and trigger editors.

This causes a problem because the depth stencil surface is created to be the size of the main window thingo and then when the depth stencil surface is associated with the box in the editor dialog, direct3d complains because it is too small (hence the D3DERR_INVALIDCALL thing in the leveledit box).
