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)

Subject: I just discoverda major leveledit bug
Posted by Slash0x on Mon, 19 Apr 2004 14:07:45 GMT
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Nice, but all I did is just take out the *_w.* and it works fine because in the MIX, it still reads from the always2.dat (being a Renegade preset).

Subject: I just discoverda major leveledit bug
Posted by Deactivated on Mon, 19 Apr 2004 16:02:03 GMT
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This is actually old...

But guess what causes Renegade to load slowly? It is because of always2.dat.
It makes the game load the files twice.

Subject: I just discoverda major leveledit bug
Posted by Aircraftkiller on Mon, 19 Apr 2004 16:05:38 GMT
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No it doesn't. Always2.dat has nothing to do with it. We had one for RA a while back and we still loaded in less than three seconds, like usual.

Subject: I just discoverda major leveledit bug
Posted by Deactivated on Mon, 19 Apr 2004 16:55:01 GMT
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Try moving always2.dat way from regular Renegade Data directory and see what happens.

Subject: I just discoverda major leveledit bug
Posted by Dante on Mon, 19 Apr 2004 16:58:06 GMT
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you can hex edit the leveledit.exe,

change

"always.dat"

to

"   *.dat"
and it will read it properly, i did this ages ago, but didn't release it due to problems with licensing etc... but now that this isn't really an issue, thats how to fix it. it will also read any .dat file as well, the game.exe could be patched to do the same, but really no point there...

its a simple filter setting, not anything major, if you look you will see that there is a *.pkg, *.mix, C&C_*.mix, etc.. in there that checks for certain naming conditions on the levels. another example is the Skirmish*.mix loading.

Subject: I just discoverda major leveledit bug
Posted by Slash0x on Mon, 19 Apr 2004 19:50:32 GMT
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What "exactly" does the always2.dat do anyways? Just to store "new" information? Or a patch type thing?

Subject: I just discoverda major leveledit bug
Posted by jonwil on Tue, 20 Apr 2004 01:42:16 GMT
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Basicly, always2.dat is a file that westwtood created to store data that they needed to add/upgrade after they had shipped Renegade.
They added it because modifiying always.dat would have taken too long on a slow machine.

Subject: I just discoverda major leveledit bug
Posted by SomeRhino on Tue, 20 Apr 2004 03:24:13 GMT
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Heh, I guess that's why I could never get LevelEdit to work with SoleSurvivor resources, and had to run several instances of it to export levels. I wish I read this before spending hours exporting all 64 levels today. Maybe now I can make some tools for creating levels though, even if it is a bit late to use them myself.

Subject: I just discoverda major leveledit bug
Posted by Dante on Tue, 20 Apr 2004 23:14:29 GMT
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get that dev version of Level_Edit that is floating around, it has a batch export for .mix files

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