Subject: I need to know all mod tools bugs (also new features)
Posted by jonwil on Wed, 12 May 2004 12:30:03 GMT

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I am working on binary patches to fix as many of the mod tools bugs as it is possible to fix via binary patches.

So far, the bugs to investigate are:
Leveledit doesnt load always2.dat
Tooltips for buttons under the preset tree window are wrong
Clicking the little close box in the mod package window causes leveledit to output garbage files to its own folder
Sometimes when you switch back to leveledit, it doesnt repaint properly
Pressing the "play" button for sound presets doesnt play any audio
If you are running at 800x600, you get graphics errors in the Vechicle Transition and Door Trigger editors
If leveledit tries to load a w3d file and cant, you get a crash
If you dont fill in all the fields for the parameters to a script, leveledit will crash when saving the level
Clicking on a mesh of type "skin" in w3dview mesh drop-down crashes w3dview
w3dview crashes when you exit

Enhancements to look into:
Fix the menu to have the best set of options (i.e. not have all the stuff one doesnt need but have all the stuff one does including "export mod package" and "export mix map"
Clean up objects.ddb and remove all the old unused stuff to make it easier to find what you want
Creating a new mod package should copy scripts.dll and scripts2.dll to the mod folder
Exporting a mod package should not export scripts.dll
Make exporting a *.mix map not modify always.dbs and such unless you tell it to.

What I need to know is any and all other reproducable bugs (crashes especially) in the mod tools, so I can look into fixing them as part of my binary patch update.
But they need to be reproducable. Just saying "Leveledit crashes a lot" doesnt help.
Also, I need to know any feature requests that I can look into implementing.
And anything else I should look into regarding the mod tools.

Subject: I need to know all mod tools bugs (also new features)
Posted by Madtone on Wed, 12 May 2004 14:06:40 GMT

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New Feature Suggestions:

- Screenshot Facility
Basicly a menu option where you click "Screenshot" and it takes a screenshot of the level editor window (just the level viewer window bit) and exports it to a folder called "Screenshots" in the current mod folder and like on the screenshot in the bottom right corner add like a text layer with the mod package name.

- Delete a mod package
Option to delete a mod package in the mod package viewer window.

- Copyright Editor
In this post (Click here to view Post) Infinint said about a copyright.ini included in the mix. Maybe a form to edit that information so when exported it shows your copyright info and like a kinda readme included.

Thats all i can think of for now, will post here again if i can think of anything else.

Subject: I need to know all mod tools bugs (also new features)
Posted by KIRBY098 on Wed, 12 May 2004 18:29:32 GMT
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In the games there were boxes that did various things.

Chemical Clouds
Missile strikes
Chemical Missile strikes
Money
Explosion
Free vehicles

Could we get something like that back into C&C's universe here?

Also has an airstrike feature been discussed for GDI?

Overall though, the only thing I really want to see implemented are the following:

Destroyable Buildings like NeoSaber's
Vehicles remain where they are destroyed, and don't just *POP* out of sight. A destroyed Mammy can provide good cover for infantry.

Subject: I need to know all mod tools bugs (also new features)
Posted by Deactivated on Wed, 12 May 2004 18:39:45 GMT
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Um.. this isn't a Mod tools bug.. also, wouldn't these would be more suitable in a mod.
BTW, some of the things you mentioned above are implented in C&C Commando.

Subject: Re: I need to know all mod tools bugs (also new features)
Posted by KIRBY098 on Wed, 12 May 2004 18:57:09 GMT
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Subject: I need to know all mod tools bugs (also new features)
Posted by Naamloos on Wed, 12 May 2004 19:49:50 GMT

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Could we get something like that back into C&C's universe here?

Also has an airstrike feature been discussed for GDI?

You mean Airstrike beacons like renalert will have them? if so, i think it`s a GREAT idea!

Anyway, there are some objects that don`t work in LE, a lot of tree`s and other objects just don`t show up after pressing "make".

Subject: I need to know all mod tools bugs (also new features)
Posted by Cpo64 on Wed, 12 May 2004 23:30:37 GMT

I don't know what you would have to mod to do this, but it would be nice if each level could have its own custom strings, instead of people haveing to fight over which strings people are useing, they could just put it in their mix and have the game use those ones. Which doesn't work right now, you can put them in the mix, but the game ignores them.