
Subject: New LE

Posted by [Oblivion165](#) on Thu, 13 May 2004 09:58:30 GMT

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<http://www.dr-oblivion.com/Leveledit2.zip> -Just put in LevelEdit folder.

This Level edit includes all of the debug menu's and will let you export a PERFECT mix. No screwing around with files.

NOTE: This doesnt fix any of the bugs, just adds more features.

....oh and i might of put my name on it....once or twice

Just follow the directions inside the .Zip, it will fix the Always.dbs problem.
i would hard code it but i would need the source code.

Subject: New LE

Posted by [Genocide](#) on Thu, 13 May 2004 18:20:59 GMT

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Ever heard of DevEdit?

This is not original and quite a waste of time.

Subject: New LE

Posted by [Oblivion165](#) on Thu, 13 May 2004 18:32:54 GMT

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no i heard of reshack, and ive never seen this before.

Plus it was my first time

Subject: New LE

Posted by [Sir Kane](#) on Thu, 13 May 2004 19:45:58 GMT

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I did the same thing by changing 1 byte.

Subject: New LE

Posted by [Dishman](#) on Thu, 13 May 2004 20:45:55 GMT

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Owned by the programmer-extraordinaire.

Subject: New LE

Posted by [Oblivion165](#) on Thu, 13 May 2004 21:25:48 GMT

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but anyway, i was proud of myself, i never work with stuff like that.

Subject: New LE

Posted by [TnTANDY](#) on Fri, 14 May 2004 00:17:44 GMT

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Can I ask, whats the idea of deleting always.dbs, and then launching renegade?

Quote:DEL C:\Westwood\Renegade\Data\always.dbs

Start C:\Westwood\Renegade\Renegade.exe

Subject: New LE

Posted by [TnTANDY](#) on Fri, 14 May 2004 00:21:52 GMT

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apart from that confusion above ^

I like this level editor, I actually like it better than LevelEdit_Dev as with this you can actually export as both mix and pkg on the same program, without farting around with switching Leveleditors to export with what you want..

Nice Job

Subject: New LE

Posted by [Spice](#) on Fri, 14 May 2004 00:26:16 GMT

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Someone hook my up with a link to leveledit_Dev

Subject: New LE

Posted by [Oblivion165](#) on Fri, 14 May 2004 02:22:50 GMT

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TnTANDY Can I ask, whats the idea of deleting always.dbs, and then launching renegade?

Quote:DEL C:\Westwood\Renegade\Data\always.dbs

Start C:\Westwood\Renegade\Renegade.exe

When you make a mod it saves Objects.dbs in your mod folder. this wont harm much because it will only be used when you use your mod, but when exporting a Mix it puts Always.dbs to your renegade data folder....Which applies your setting to Renegade as a whole, not just your mod

and thanks for the support

hold on that, i made a mistake somewhere, let me run a test its objects.ddb, so the Always.dbs may not harm anything. I did all of this when wings was on 3-4 am, i was to tired to think about things too much.
