Now that 2.2 is out of the way, I plan to make some (long overdue) bug-fixes to the mod tools.
Note that the numbers dont indicate any kind of priority or order to this (although there are some things I want to do right off and some like the heightfield editor stuff that is down the list)
Some features may be removed or disabled if they cant be fixed (e.g. fullscreen)
here is a current list of the changes I want to make (or try to make anyway):
1.Fix the crash-on-exit in w3dview (fixed one already, the other is proving harder to fix)
2.Fix the vis window in leveledit to work
3.Fix it so that leveledit doesnt crash when loading a w3d file that doesnt exist
4.Fix it so that leveledit doesnt crash when you put in a blank preset name and press ok
5.Fix it so that leveledit doesnt output an always.dbs file when you use "export to mix"
6.Fix it so that leveledit reads always2.dat properly
7.Add something so you can change where leveledit reads the game data files from, so it can e.g. read mod files (at least thats the plan)
8.Fix the tooltips for the buttons under the preset tree
9.Remove the close box from the mod selection window so it wont output garbage anymore if you try to use it
10.Try to fix the "play" option for sound presets on the "xtra" menu so that it works.
11.Try to fix the crash in w3dview when you select a mesh that has skin settings
12.Change leveledit to not put scripts.dll/scripts2.dll into the output files.
13.Change leveledt to read scripts.dll/scripts2.dll from the renegade folder (or failing that, change it to copy them into a mod package)
14.Try to fix the bug where sometimes leveledit wont repaint properly
15.Try to change leveledit so that script parameters are no longer blank (or so that leaving them blank doesnt crash leveledit anymore)
16.Remove the "update VSS" option from the "xtra" menu.
17.Look into if the "vis grid" toolbar buttons actually do anything usefull and if they dont, remove them.
18.Try to add a way to tell which mod package is currently open
19.Try to fix the "vertex noise" brush in the heightfield editor
20.Try to fix the last button under "matrials" in the hieghtfield editor (it seems to be broken)
21.Try to fix the corrupt drawing of some textures on the heightfield editor materials buttons
22.Try to fix the drop-down list of heightfields so that it actually works
23.Try to make it so that you can switch between heightfields properly
24.Try to make it so that running "compute vertex solve" doesnt screw up transparent objects and objects with bump-map textures (or find a way to make it ignore them)
25.Add the "Export To Mix" option to the file menu
26.Remove the "Include Files" option from the edit menu
27.Try to fix the "Fullscreen" option on the view menu
28.Add "Export IDs" and "Import IDs" to the strings menu
29.Remove "Import Dynamic","Export Dynamic","Import Static","Export Static","Export Tile List", "Increase Attenuation Spheres" and "Decrease Attenuation Spheres" from the object menu.
30.Remove accelerators/shortcuts that match removed menu items, toolbar buttons etc.
31.Remove "Export Remap Data","Import Remap Data","Import Farm Data" and "Run Job File" from the vis menu.

32. Try to fix the "Selection Only" checkbox on the vis dialog to actually do something.
33. Try to fix the "Test Goto" option on the pathfind menu
34. Try to fix/enable the disabled options in the Vertex Solve dialog
35. Remove "Import Pathfinding" and "Export Pathfinding" from the pathfind menu
36. Remove "Import","Import Sunlight" and "Export" from the lighting menu
37. Remove "Import Translation" and "Export For Translation" from the strings menu
38. Remove the report menu
39. Remove the "Export File Dependancies" option from the preset menu
40. Change the default output location for "export to mix file" to be the renegade data folder

Also, there are 2 things I cant do anything about.
The first is the issue where when you use leveledit for quite a while, it becomes unstable (things stop working and it eventually crashes). That issue is unfixable without the source code to leveledit.
Also, the issue where if you are running at 800x600 or have lots of IM clients, toolbars etc taking up your screen, the door trigger editor and vehicle transition editor dialogs are screwed cant be fixed. The work-around is to free up enough screen real-estate or switch to a higher resolution. Or if you cant do that, you can grab the edit box at the bottom and make it a floating box which may make the issue go away. (to understand the reasons for this issue, you need to understand Direct3D depth stencil buffers)

If anyone has any comments, feedback, bugs to report, suggestions etc, please post here and let me know. (in particular, if anyone knows of menu options I plan to remove that are actually usefull after all or if there are any other options on the "hidden" dev menus that should be enabled)

Subject: Re: mod tools bug fixes & enhancements
Posted by ben5015se on Thu, 24 Nov 2005 19:19:01 GMT
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the export to mix is already in the level edit dev =/

Subject: Re: mod tools bug fixes & enhancements
Posted by marksmee on Thu, 24 Nov 2005 19:44:57 GMT
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When would you think its ready? To download!

Subject: Re: mod tools bug fixes & enhancements
Posted by icedog90 on Thu, 24 Nov 2005 19:59:26 GMT
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Great work, looking forward to this.

Subject: Re: mod tools bug fixes & enhancements
Posted by Spice on Fri, 25 Nov 2005 11:22:48 GMT
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This sounds like a great idea!

Subject: Re: mod tools bug fixes & enhancements
Posted by Spice on Fri, 25 Nov 2005 11:23:38 GMT
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Subject: Re: mod tools bug fixes & enhancements
Posted by jonwil on Fri, 25 Nov 2005 17:03:35 GMT
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ok, status report.

The following items have been changed so far:
1.Leveledit will no longer crash if you try to load a w3d file that doesnt exist.
2.The mod selection screen no longer has a close button. (so it cant spit garbage into the mod tools folder when you select it anymore, the escape key still causes the garbage though, fixing that is on my list)
3.Leveledit will now load scripts.dll (and scripts2.dll etc) from the renegade folder and not from the leveledit mod package. (It uses the same registry key strings as are used to find other renegade files so if you hex edit those like the RenAlert editor does, it will still work)
4."Update VSS" is now gone fron the "xtra" button menu.
5."Include Files" is now gone from the exit menu.
6."Import Dynamics","Export Dynamics","Import Statics","Export Statics",Export Tile List","Increase Attenuation Spheres" and "Decrease Attenuation Spheres" are now gone from the object menu.
7."Export Remap Data","Import Remap Data","Import Farm Data" and "Run Job File" are now gone from the vis menu.
8."Import Pathfinding" and "Export Pathfinding" are now gone from the pathfind menu.
9."Import","Import Sunlight" and "Export" are now gone from the lighting menu.
10."Import Translation" and "Export For Translation" are now gone from the strings menu.
11."Export File Dependancies" is now gone from the presets menu.
12."Toggle Attenuation Spheres" is now gone from the view menu.
13.The report menu is now gone.
14.Any accellerators corresponding to removed menu items are now gone.
15.Any menu items that didnt have status bar hints before now have them.
16."Export To Mix" has been added to the file menu (anyone who has used leveledit dev version will know this)
17."Export IDs" and "Import IDs" have been added to the strings menu (this creates a file containing string IDs and names so you can find out string IDs to pass to scripts and script commands and engine calls and things. You can use the file directly from a C/C++ program too

since its a valid C Header file)

I also bumped the version number (as displayed by explorer) from 1.0.0.3 to 1.0.0.4 so that its easy to tell what version of the fixes someone has. (the first release will be 1.0.0.4 then 1.0.0.5 and so on probobly)

I have quite a few more fixes I want to do before I make a release though

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Subject: Re: mod tools bug fixes & enhancements
Posted by icedog90 on Fri, 25 Nov 2005 18:43:55 GMT
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Can't wait...

Subject: Re: mod tools bug fixes & enhancements
Posted by jonwil on Sat, 26 Nov 2005 10:24:44 GMT
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ok, 2 more changes working.

When you choose "Export To Mix File", the defailt export location will be the renegade data folder (same as "Export Mod Package").
And, "Export To Mix File" will not export an always.dbs file anymore.

Next to fix:
Make leveledit read always2.dat when it needs to.
Fix the buttons for the tooltips under the preset tree.
Add a way to tell what mod package is open (will probobly be displayed in the status bar)
Try to solve the issue where the vertex solve screws up transparent meshes and meshes with bumpmapping.

Subject: Re: mod tools bug fixes & enhancements
Posted by jonwil on Sun, 27 Nov 2005 05:21:14 GMT
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Next 2 changes are in:
If you press escape on the mod selection screen, it wont close the dialog anymore (which caused garbage to be spit out into the leveledit folder). Now, the only way to close that dialog is to select a mod package and press "OK".
Also, it will display the current mod package in the status bar.
Next, I am going to fix the loadorder and loading so that it will read the files in the same order as game.exe (and the FDS does) since thats the "correct" order.

And I plan to fix the tooltips for the buttons underneath the preset tree etc.
Then I will probobly release the first version.

Took a look at the vertex solve, cant find the code that does it