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Subject: leveledit 1.0.0.4 is out

Posted by [jonwil](#) on Sun, 27 Nov 2005 12:40:14 GMT

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Download <http://users.tpgi.com.au/adsloptd/leveledit.zip> and use this new exe. (its better than any existing version of leveledit including any "dev" versions)

Changes since version 1.0.0.3 (the last westwood release):

1. Leveledit will no longer crash when it tries to load a w3d file that doesn't exist (instead it will load a little wireframe cube dummy)
2. The close button is gone from the mod selection dialog, also pressing escape does nothing. This prevents garbage from being output into the leveledit folder.
3. Leveledit will read scripts.dll (and scripts2.dll etc) from your renegade folder. You no longer require the scripts folder in the leveledit mod package (which means it won't be put into any mix file or mod package you export)
4. "Update VSS" is now gone from the "extra" 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 accelerators corresponding to removed menu items are now gone.
15. Any menu items that didn't 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 probably know of 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 it's a valid C Header file)
18. When you use "Export To Mix", the default folder will be the renegade data folder.
19. When you use "Export To Mix", leveledit will no longer output an always.dbs file.
20. The current mod package name will be displayed in the status bar.
21. The buttons under the tabs (preset tree, instances tree etc) will now display proper tooltips.
22. Leveledit will now read the data files in the same order as game.exe and the FDS (always2.dat then always.dat then always.dbs then \*.mix). This means that (for the first time ever) you will actually be able to put the multiplayer aircraft into a map and it will show up and not crash. Also, this means that the infamous armour.ini bug (the one where it pulls the armour.ini from always.dat and not always2.dat) is gone for good.

Report all new bugs or suggestions etc to me here.

If there are any particular leveledit bugs people desperately want me to fix, let me know and I will

do my best

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Nightma12](#) on Sun, 27 Nov 2005 12:53:16 GMT  
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y have u removed lots of thing?

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Sun, 27 Nov 2005 13:05:06 GMT  
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The features were removed because they are broken and do not work properly in the public version of leveledit (or they are only usefull to westwood)

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [matty3k10](#) on Sun, 27 Nov 2005 13:31:18 GMT  
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Good work!

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [JeepRubi](#) on Sun, 27 Nov 2005 13:46:42 GMT  
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i ESPECIALLY LIKE THE EXPORT TO MIX BUTTON

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [bisen11](#) on Mon, 05 Dec 2005 16:37:11 GMT  
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Does exporting to mix still delete .txt files like in \_dev? If so that's annoying....

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Kamuix](#) on Mon, 05 Dec 2005 17:22:25 GMT  
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I was using oblivians version and he added a few things like export as mix. Anyways Great job!!!!!!!!!!!!!!!!!!!!!!

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Kamuix](#) on Mon, 05 Dec 2005 23:08:57 GMT  
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Hey jonwil, I think the new scripts crashed FDS when you type in curtain commands. Somtimes when i type in ID to get there id FDS crashes, But it never used to before when i used the older scripts.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Tunaman](#) on Tue, 06 Dec 2005 23:30:52 GMT  
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jonwil19. When you use "Export To Mix", leveledit will no longer output an always.dbs file. You rock!  
Now I don't have to worry about accidentally screwing that up by exporting straight to the data folder!

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [danpaul88](#) on Sat, 10 Dec 2005 22:51:46 GMT  
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this probably isnt a bug but I will mention it anyway.

When you use 'export as Mix' option it does not export things like emitters, sounds, custom string tables etc which you have setup. It only exports the level files, the terrain and any custom w3d files you have actually clicked 'make' on.

It would be nice to have the option to include all these things in a .mix when using the export to mix option.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Sun, 11 Dec 2005 09:25:03 GMT  
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String tables (.tdb files) arent properly read from a .mix file, only a .pkg file.  
If I can find the time, I will look into making it export other files like emitters and sounds and stuff.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [WNxCABAL](#) on Sun, 11 Dec 2005 20:28:08 GMT  
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any chance in getting export to mix & pkg buttons in the toolbar?

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [icedog90](#) on Sun, 11 Dec 2005 20:33:48 GMT  
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I've got a problem... when I replace the normal LevelEdit.exe with this one, LevelEdit would start up and then quit before it loads all the way.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Spice](#) on Fri, 16 Dec 2005 10:11:04 GMT  
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Thanks to this my level edit is comepetly fried. I can not use it at all. Great Job

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Cat998](#) on Fri, 16 Dec 2005 10:56:07 GMT  
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n00b, the smart user always makes a backup of the original file, before replacing it with a cracked version.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [TD](#) on Fri, 16 Dec 2005 15:22:25 GMT  
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EXdeath7 wrote on Fri, 16 December 2005 11:11 Thanks to this my level edit is comepetly fried. I can not use it at all. Great Job  
What Cat said, plus it works for anyone else so there is a problem at your side, not with the cracked executable.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Spice](#) on Sat, 17 Dec 2005 01:17:08 GMT  
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Cat998 wrote on Fri, 16 December 2005 05:56n00b, the smart user always makes a backup of the original file, before replacing it with a cracked version.

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Who said I didn't make a back up?

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Dante](#) on Tue, 20 Dec 2005 05:00:56 GMT  
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jonwil wrote on Sun, 27 November 2005 05:05The features were removed because they are broken and do not work properly in the public version of leveledit (or they are only usefull to westwood)

Actually, a lot of the stuff you removed works great, like the lighting import and exports.

Also, the include files was a nice feature for mods building there own always.dat files, it would have been better to create a wrapper so that you could more easily save the files and paths to an xml file so that you could easier create and manage the always.dat files from within level editor.

but hey, those are my past experiences.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Titan1x77](#) on Tue, 20 Dec 2005 06:44:39 GMT  
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I noticed a problem aswell....

.w3d files placed in the mod's folder doesnt export unless they are used in the map..(ex.the advanced humveee model i use in the secret vehicles presets)

Also i placed some .dds files in the editor cache but they dont export....seems like it only compresses .tga's on export.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [icedog90](#) on Tue, 20 Dec 2005 07:30:01 GMT  
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TD wrote on Fri, 16 December 2005 07:22EXdeath7 wrote on Fri, 16 December 2005 11:11Thanks to this my level edit is comepetely fried. I can not use it at all. Great Job What Cat said, plus it works for anyone else so there is a problem at your side, not with the cracked executable.

No, it doesn't work for me either.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Tue, 20 Dec 2005 10:53:57 GMT  
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Question for people using this new build and who have used the "dev" versions of leveledit before:  
Does the "Export To Mix" option in the "dev" versions do anything (other than create an  
always.dbs file) that the "Export To Mix" option in this new build does not do (or vice versa)?

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Thu, 22 Dec 2005 23:16:23 GMT  
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Does the "Export To Mix" option in the leveledit "dev" version export the w3d files and dds files  
that my version does not?

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Oblivion165](#) on Sun, 25 Dec 2005 19:34:53 GMT  
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Erm jon, alot of those features you took out do function.

For instance the Import/Export Pathfind.

To get a VTOL to go freelance you have to make a parking garage of planes spanning your entire  
map, about 1 foot apart from each other. Put a pathfind generator on each plane, Generate,  
Export Pathfind, Delete Planes, reload map, Import Pathfind.

The Pathfind seem to go void when you just reload the W3d with the planes taken out, The  
Import/Export function seems to fix that problem.

Anyway, checking it out.

Buckery wrote on Mon, 05 December 2005 12:22I was using oblivians version and he added a  
few things like export as mix. Anyways Great job!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Good to hear, Glad it came of use to you.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Sun, 25 Dec 2005 21:52:37 GMT

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Are there any other commands that I should put back or just the import/export pathfinding?

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Dante](#) on Mon, 26 Dec 2005 00:53:27 GMT  
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jonwil wrote on Sun, 25 December 2005 13:52: Are there any other commands that I should put back or just the import/export pathfinding?

everything that works

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [xchronox0](#) on Mon, 26 Dec 2005 02:25:15 GMT  
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Titan1x77 wrote on Tue, 20 December 2005 00:44: I noticed a problem aswell....

.w3d files placed in the mod's folder doesn't export unless they are used in the map..(ex.the advanced humvee model i use in the secret vehicles presets)

Also i placed some .dds files in the editor cache but they don't export....seems like it only compresses .tga's on export.

the .w3d files like your humvee need to go into the dependencies of the Weapons Factory Object, It should be the last tab

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Mon, 26 Dec 2005 08:16:31 GMT  
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I am not a leveledit guy so I have no idea what works and what doesn't.  
Can someone tell me exactly what options I should put back?

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Oblivion165](#) on Wed, 28 Dec 2005 22:47:24 GMT  
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Hmm, has anyone else had this problem recently?

Ever since I started using Jon's My maps wont load correctly. Now LE cant load ther terrain, with the plants and Alpha Blending, while Jon's jsut loads the one ground texture and stops.

JonWils LE Edition

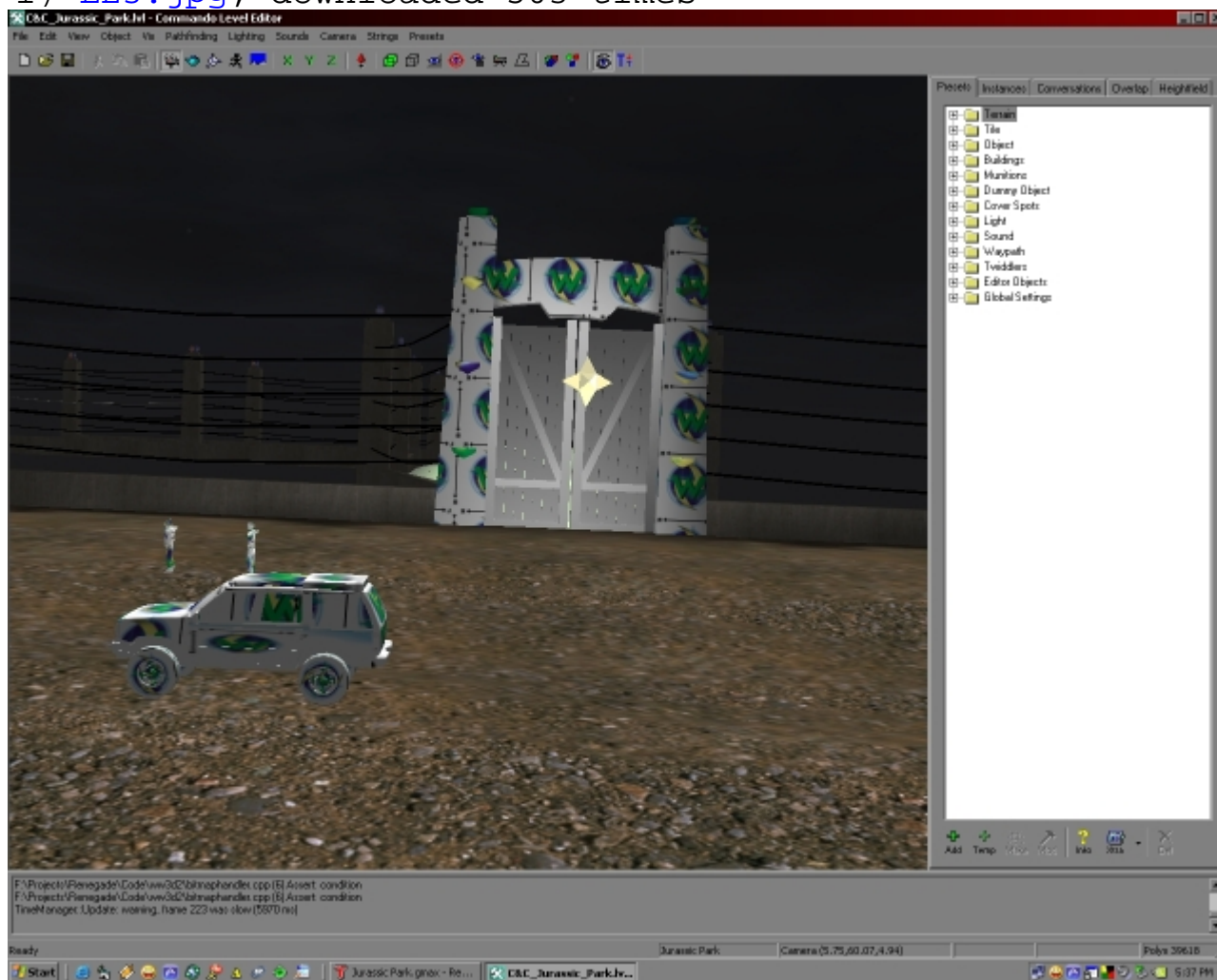
Westwoods LE Edition

Bah everythings Broken!!!>!>!

Well ill try a reinstall.

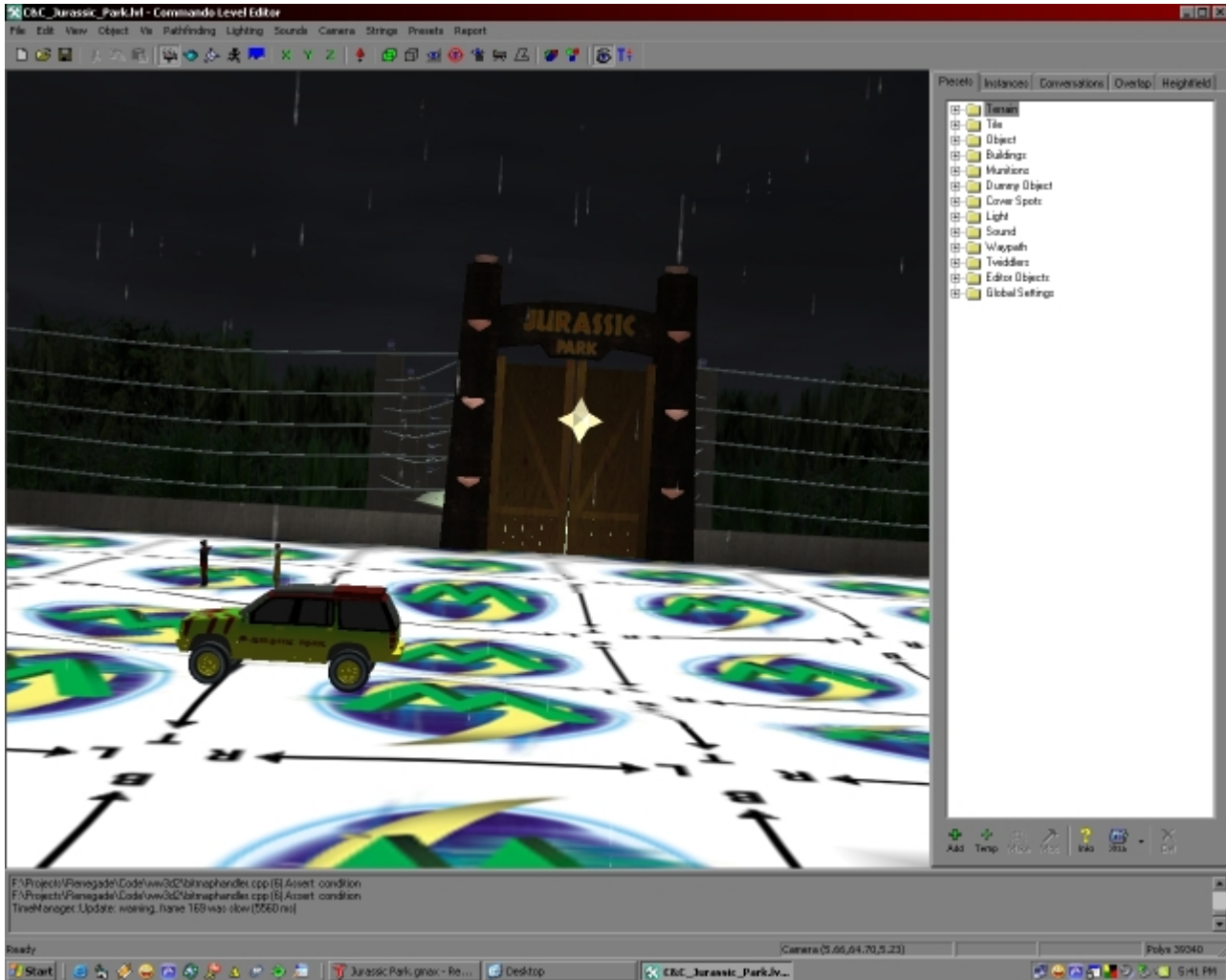
## File Attachments

1) [LE3.jpg](#), downloaded 503 times



2) [LE.jpg](#), downloaded 500 times





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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Thu, 29 Dec 2005 09:45:14 GMT  
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Well I dont change anything that could affect that.  
Although my changes to the loadorder for various data files (to get scripts2.dll loading proplery)  
could be affecting something.  
Need to verify what order game.exe loads the data files in and see if I am doing it right.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Oblivion165](#) on Thu, 29 Dec 2005 13:54:51 GMT  
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Well all i know is ive had that same LE for months and months without problem. Also, when i  
make a new mod it doesnt put the scripts in for me. Do i need to put them next to the .exe or

something?

Also as you know even 1 off byte can create memory leaks. I assume you used several ResHackers and HexEditors?

and the last thing to report is that it doesnt end for me either. When i close it, it remain in the background. I have to end it from my process list.

I hope all of this is just me. You went to ALOT of work.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [jonwil](#) on Thu, 29 Dec 2005 22:33:21 GMT  
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Its not supposed to put the scripts.dll in the mod folder.  
The scripts.dll is now read directly from the renegade folder.

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Subject: Re: leveledit 1.0.0.4 is out  
Posted by [Oblivion165](#) on Fri, 30 Dec 2005 00:41:38 GMT  
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Cheers, all is good now. I just reinstalled windows. Everything and feature appears to be gold now.

Good stuff by the way.

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