
Subject: trying to find all the bugs in leveledit...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 17:36:00 GMT

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I am considering writing a "patch" for leveledit (that would work much like how a no-cd patch does, in that it modifies the exe file on the disk) to fix some of these bugs if its possible (thats assuming westwood wont fix them that is and I want to make the list as complete as possible. Bugs found so far: 1. when running at 800x600, the door trigger/vechicle transition editor dialog has graphical problems 2. the "play sound" button doesnt work 3. when leveledit reads from always2.dat, it crashes 4. textures that are the wrong size or color depth has been known to cause problems (not sure if the best remedy is to fix the textures or to fix leveledit) 5. using fullscreen mode causes it to crash 6. clicking the close box on the mod selection dialog causes a new mod package to be created using the main leveledit folder as the parent folder of the package (so folders like always, presets etc show up in the leveleditor) 7. leveledit wont read the scripts.dll from the renegade folder (based on what I have seen, getting it to read from renegade folder instead of mod package is dead simple for WW to do) 8. there is no way to tell what the ID number for a string is. 9. if I choose 24 bit color when I first run leveledit then go into view-change device, it shows the "16 bit" radio button selected. Pushing "ok" on this dialog causes a crash (regardless of which radio button is selected). if I choose "16 bit" when first starting up, view-change device shows 16 bit as selected, hitting OK again crashes leveledit. 10. aparently, there is something wrong with the stringtable editor but I havent been able to discern exactly what from the person that reported it. I think it has to do with editing foriegn language strings. (more info from anyone that has experienced problems with stringtable editing is appreciated) 11. if you export a preset you made (temp or not) from a package, the preset you made appears in the exported txt file. But if you import that back into a package that doesnt have the preset, it doesnt work. If anyone knows of any other bugs, please do post here [January 05, 2003, 17:45: Message edited by: Jonathan Wilson]

Subject: trying to find all the bugs in leveledit...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 18:16:00 GMT

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If you create a preset, but forget to include a name, the "Preset needs name" box pops up, but then after you enter the name and click okay, it'll crash.

Subject: trying to find all the bugs in leveledit...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 19:46:00 GMT

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Auto generate VIS often crashes while building the points list.

Subject: trying to find all the bugs in leveledit...

Posted by [Anonymous](#) on Sun, 05 Jan 2003 22:48:00 GMT

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12. Delete the leveledit algorithm:code:If ((LotsOfWorkDone(ImportantMod)) and ((NotSavedRecently(ImportantMod)) { CRASH("Haha You're SOL") } [January 05, 2003, 22:49: Message edited by: Blazer]

Subject: trying to find all the bugs in leveledit...
Posted by [Anonymous](#) on Mon, 06 Jan 2003 14:46:00 GMT
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When you close the window for making a new package name, it will make all the necessary package files in your Level Edit directory. It should have an exit command...Stupid button! I keep hitting the wrong icon.

Subject: trying to find all the bugs in leveledit...
Posted by [Anonymous](#) on Mon, 06 Jan 2003 16:08:00 GMT
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LMFAO BLAZER

Subject: trying to find all the bugs in leveledit...
Posted by [Anonymous](#) on Mon, 06 Jan 2003 23:10:00 GMT
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Often when I close level edit (or it crashes) and then turn it on again, the NumPad camera controls won't work and I can't change into walk-thru mode. Also, level edit crashes if I try to turn it on when Gmax is on.

Subject: trying to find all the bugs in leveledit...
Posted by [Anonymous](#) on Tue, 07 Jan 2003 04:10:00 GMT
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It crashed last night when i tryed making a temp light tank with innate conversations? I added the base defence script but that's about it...one i clicked "OK" it crashed. Making the medium tank was no problem though.

Subject: trying to find all the bugs in leveledit...
Posted by [Anonymous](#) on Tue, 07 Jan 2003 19:00:00 GMT
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I just realized this today, so it may be my PC, or a bug in leveledit. Whenever I set an animated model as an object (not tile,) and set it's phys type to StaticAnimPhys, make the object, and try to

move it, Leveledit will perform an illegal operation. Same thing happens when you try to save the level after making the object (also rendering your level corrupted.) Tried it several times today, but to no avail.
