Subject: Re: list bugs in LE here
Posted by GEORGE ZIMMER on Thu, 01 Oct 2009 04:05:07 GMT
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-Using LE in general, as stated above can cause various buttons on comp to start being generally messed up. Seems as though saving files is what causes it.

-Inability to change level settings (due to crashing) without disabling themes/advanced text services or whatever.

-Modding a non-temp'd preset often causes crashes after a couple of times. Also seems to like to cause the messed up windows buttons thing as above sometimes.

-"Save presets" option doesn't seem to work. Would be handy to not have to export the map every single time just to save non-temp'd presets.

-Pressing the button to be Havoc and walk around the map doesn't work at first, so you have to exit out then press it again for it to work.

-Not really a bug, but would be nice if you could add scripts to ammo.

-Moreso a Renegade engine bug, but adding an animation to a weapon doesn't seem to work outside single player. Maybe add in something that works instead? I know it's possible as Jerad2142 has been able to do it (playing animations when firing a weapon that is).

-Not really a "bug" exactly, but you can't use ctrl+v to paste where you can right click and paste for certain things (Coordinates for objects do this IIRC, might be more). Can be annoying.

-Also not really a bug, but being able to change warheads and armor via LE would be pretty damn handy.

-Not sure if the "Jonwil Level Edit fix" (can't really remember, don't think so though) fixes this, but LE doesn't read 1.037's armor.ini or dazzle.ini from always2.dat. This causes 0 bug in .pkg maps, apparently.

There's some I've found, I'll look for more.