Subject: Re: Preview of a new feature in scripts.dll 4.0
Posted by Veyrdite on Thu, 01 Oct 2009 06:58:11 GMT
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Leveledit-bugs I know of:

Multiple heightfields
 LE supposedly has the ability for you to create and select separate heightfields and edit them (notice the combo-box on the heightfield tab). When you make them, the most recently created heightfield is used, but when you save and load only the first one can be edited.

Wrong object types within preset folders
 If you create/temp a preset of the wrong type (ie Static Object) in the wrong folder (ie Tiles) LE will either crash when you make the object or screw up your temp file.

Heightfield surface-types
Many people believe you cannot make damaging Tiberium fields on heightfields. You can, but anywhere any texture is painted at 100% that area then inherits the surface type of the base texture. This is the same for all surface types, but most commonly noticed with Tiberium. The above post also comments on this.

Crash when loading maps with meshes deleted
I have a hunch this only applies to maps where the map W3D uses a lightmap (standard WW maps).
Create a multiplayer map W3D in LE, delete a few of its meshes and then save and re-load.

Retarted slow wait everytime you add or move a preset
There has to be a better way than re-loading the whole lot!
Waiting five seconds after adding every preset makes you want to temp all of your presets on a map you are planning to export as a pkg!