Subject: Which leveledit bugs should I fix next?
Posted by jonwil on Mon, 28 Nov 2005 13:18:13 GMT
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Having released the (well recieved) first version of the leveledit fixes, I am now moving on to the next version.

But I need people to tell me which bugs (and possible new features) I should concentrate on.

Subject: Re: Which leveledit bugs should I fix next?
Posted by ben5015se on Mon, 28 Nov 2005 21:49:17 GMT
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make it easier to add more vehicles and/or units

Subject: Re: Which leveledit bugs should I fix next?
Posted by TD on Mon, 28 Nov 2005 22:15:34 GMT
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Maybe you could make a small standalone Objecs Modding program? Without all the hassle in Leveleditor, and needing to explain every n00b how to do it?

It doesn't need to be advanced, just needs some basic modding tools, Edit the settings that are in the objects, add settings, delete. And if you want, add information in the program about the entry you are editing at that moment.

I think leveleditor will do good for a while with your current fixes. I never use the map editor, a standalone objects editor with less memory usage and not fucking up stuff in Windows like start button, taskbar, etc...

Also add scripts.dll and scripts2.dll by default in the main folder of the program so we dont need to do it ourself and for every seperate objects.. Just a simple Box to Add New Mod, Edit Mod Name, Start Select Mod (to edit it). So there's a list to add new mod object.ddb mods and give it a name and then mod it. It creates a folder in the folder of the program with the given name and the objects.ddb will be in there.

Easy and simple, and hopefully made

Subject: Re: Which leveledit bugs should I fix next?
Posted by jonwil on Tue, 29 Nov 2005 02:02:50 GMT
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This is for fixing existing leveledit issues only, not making any new standalone programs.

Serious responses about genuinely usefull features (or real bugs to fix) only please

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Subject: Re: Which leveledit bugs should I fix next?
Posted by Viking on Sun, 04 Dec 2005 05:59:19 GMT
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Dont know if you can...

Make it so you can import terrain into the heightfield thing so it is easier to blend textures?

Subject: Re: Which leveledit bugs should I fix next?
Posted by Kamuix on Sun, 04 Dec 2005 20:30:11 GMT
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Maybe, but

I've got the problem for when i keep side clicking to past and object over and over again. It freezes after a curtain amount of time pasteing and than unfreezes and catches up on how many times u have pasted and than a cirtain amount of time after that it does it again. Somtimes is takes awhile to place new objects too.

This really slows me down when map editing.

Subject: Re: Which leveledit bugs should I fix next?
Posted by danpaul88 on Sun, 04 Dec 2005 23:42:28 GMT
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yes, if its possible it would be nice if you removed the delay caused by creating / pasting things, its annoying having to wait 2/3 secs for something to appear... it does it with the smallest objects usually as well..

I know it probably takes a while loading to .w3d, but surely not that long?