
Subject: Built-in level editor

Posted by [TheGeniusSavant](#) on Fri, 18 Sep 2015 16:48:50 GMT

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I was browsing through the file structure, when I stumbled on this...

\art\editor

Within it appears to be everything needed to run some kind of level editor! Has anyone else seen this and/or tried to rig it to work? That would be AWESOME!!!

Just throwing it out there at this point.

TGS

Subject: Re: Built-in level editor

Posted by [Artofeel](#) on Sat, 19 Sep 2015 08:47:28 GMT

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I think it wiped out
like console...

Subject: Re: Built-in level editor

Posted by [TheGeniusSavant](#) on Sun, 20 Sep 2015 10:34:47 GMT

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I figured... remnants of a lost dev tool... so sad.

I wish more game companies would realize (like Blizzard, for one, does) that releasing a kick-butt level editor and easy-to-use modding tools can put HUGE amounts of money in your pocket by creating loyal fans and by hooking people (like us) on modding the game in all kinds of exciting new ways. It provides virtually endless replayability, vs. two silly hero models with a finite inventory and morph sets to draw from.[/rant]
