Subject: Objects.ddb
Posted by Burn on Mon, 14 Mar 2005 20:57:24 GMT
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You can make your own custom objects.ddb file by going into LevelEdit and changing the presets to whatever you wish. Then, save your map as a .lvl file. And then, export your map as a .mix (make sure if you add anything to the presets you use + Temp.) Then, using the XCC_Mixer, open your .mix file and extract your modded objects.ddb.

And there you have it.