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Subject: Re: Winning

Posted by [Jerad2142](#) on Tue, 05 Dec 2006 14:23:23 GMT

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zunnie wrote on Tue, 05 December 2006 04:25 Why are you guys picking such large numbers for sending a msg ?

A message that is sent to a sepific object does not need to be 'globally' unique, just the messages sent to that object must be unique each. You can send the same message to other objects without conflicts.

Included an example level which you can load in leveledit to see how it works..

From the rarpackage place the dds and tga file in your EditorCache  
Place the bla.ddb in your presets folder and rename it to temps20.ddb

It depends how big of a level you are making, like if you have hundreds of objects sending customs to all object, or specific, I don't want to take the time to check if I was on 101 yesterday, or 100. But if I was making a simple level I would have customs of 100 or less.

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