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Subject: More general Database handling

Posted by [Sonarpulse](#) on Sun, 08 Apr 2012 05:56:03 GMT

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Currently, Westwood3D can handle two "layers" of object databases: temps.ddb for map-specific changes, and objects.ddb for game-wide presets. This aproach I fine rather limiting. For example, if someone is working on two seperate mods that share some assets, or if one is making a map for a game like APB, whose presets are constantly changing, they must manually clone presets from one database.

Ideally, I think it would greatly enhance w3d if an arbitrary number databases could work as patches a là temps.ddb. So for example, somebody could make a mod pacalge that would inherit changes to the underlying game, and contain both mod-package-wide and map specific "temps.ddb". This would allow for presets to be managed in many more ways, giving much-needed flexibility to developers.

Naturally this same functionality could be also applied to string databases, allowing among other things translators to update their translations with much greater ease. (And partial/old translations to still work.)

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