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Subject: Re: Sam Sites

Posted by [Ethenal](#) on Mon, 11 Jun 2012 00:12:23 GMT

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Quote:Release notes for modders

Due to a bug in the code, if you have edited presets (objects.ddb or temp presets) using a scripts build posted since the 13th of January 2012, the Sight Arc field is possibly incorrectly set on any Soldier, Vehicle or Sam Site presets in that presets file. To fix this, you will need to go through every vehicle, soldier or Sam Site preset in the preset file(s) you have edited (this affects all presets in those files, not just the ones you edited) and check that the SightArc (which is in degrees) is a whole number, is  $\geq 0$  and is  $\leq 360$ . Most of the time the number will be something like 359.xxx instead of 360 so determining what to set it to should be easy. The best way to identify anything with a bogus SightArc is to copy the .ddb file into the same folder as ddbedit (the new version from 4.0 beta 5) then drag it over ddbedit.exe. Then press the "dump" button which will create a text dump of the ddb file. Open this and search for SightArc which will display the value as it would be seen in LE. You can then use this to make sure the numbers are correct and fix them if needed.

Just sayin'. That's quoted from the TT beta 5 release post and sounds an awful lot like the problem I believe robbyke was posting about a couple of months ago (sam sites shooting way above the target they're aiming at).

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