
Subject: Re: two random leveledit questions

Posted by [Gen_Blacky](#) on Tue, 26 Nov 2013 13:39:56 GMT

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Kamuix wrote on Tue, 26 November 2013 02:52: Actually i was referring to an Leveledit glitch but now that you say that ever since i've started making a mix map i've been afraid to do the conversion and play it online because whenever I map i'm constantly playing it then updating back and forth and I wasn't sure how it would work if people joined my server downloaded my map files, then I go and add and make changes, would it sync properly with people who already downloaded an older version of my map?

would they re-download the edited and added files and join? or would they crash? lol I just didn't want to risk it for now,

thanks gen

Yea it's best testing in a lan environment. testing your map as a .pkg or a mix in your data folder. It is time consuming to update your map every time.

when you update your map you either delete the old package or convert the updated package with a different version. clients download the files they need. you can update your package and change the version and the clients will dl the new files added or changes.

Kamuix wrote on Mon, 25 November 2013 21:07: so... since I've figured out the TT server downloader and how it works i'm making an attempt at making my own mix map..

When using temps, it seems that when first creating it you give it the w3d model and it works fine, but once you edit the temp and change the model, it shows up right in LE but disappears in game and i keep having to delete and re-add the temp for it to work again

is this a known glitch?

When you make changes to your preset you should delete any of those objects that are on the map and then recreate them after you're done editing the preset. Otherwise just close and reopen the map.

You can get fatal temp preset problems if you're not careful.

There are a lot of glitches in LE.

I have a set of objects files that I made so it can be used on any map. I figured out a few ways to trick leveledit to loading presets. I have one copy that are actual changes to objects.ddb then a replica of it in temps. I load the map with the objects.ddb and no temps then I save the map and delete the objects file. Then I place my pre-setup temp objects in my mod folder and load the map. leveledit will automatically load the temp objects to the right preset. Something I had to figure out when trying to make a global objects file.
