
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblaney1](#) on Fri, 01 Aug 2014 21:18:47 GMT

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Jerad Gray wrote on Fri, 01 August 2014 05:50I have not see this issue, on my bear hunter and Canadacdn's ColonyZ416 map both seem to have their distinct PT's loading correctly (one uses objects.ddb the other uses temps).

Make sure to save the map before you export otherwise the PT's won't be updated in the map's ddb file.

The issue isn't in the map. I made a secondary package with an overriding mapname_map.ddb to override the maps original ddb. Clients load this ddb properly. The server however does not.

SeasideCanyon:

```
{
  mapName = "C&C_SeasideCanyon";
  packages = ["seasidecanyon_stock", "C&C_SeasideCanyon", "dblaney_content1"];
};
```

The seasidecanyon_stock package has a file in called it c&c_seasideCanyon.ddb. Because package is the furthest to the left it has the highest priority so that ddb overrides the one with the exact same name in the C&C_SeasideCanyon package. Clients handle this correctly. They see the correct pt's and everything else in the ddb. The server however does not.
