Posted by General Havoc on Wed, 05 Nov 2003 17:07:25 GMT
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One would use LevelEdit and stop messing with the objects.ddb. The objects.ddb only use is in a PKG file. You don't ever touch the object.ddb file except when deleting it to export to MIX.

Objects.ddb is the thing behind the zero bug and also the reason why this topic was made as we are stuck with using the temps20.ddb because the game wants to read from the object.ddb and ignore our settings.