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Subject: Exporting Presets

Posted by [Sanada78](#) on Sun, 01 Aug 2004 17:40:56 GMT

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I'm been making a map for a while, but there's one thing that keeps holding it back. I was going to use alternate building interiors for the structures, but there's is a problem with the temps20.ddb file. I spent about an hour, temping in all the buildings, and then it corrupts :rolleyes: . I've now given up doing this as I know it'll just happen again.

I've now tried to use the Export preset function and then try to rebuild the library by importing them again. This function doesn't seem to work as the imported presets are not there or it complains about the file being invalid. Another :rolleyes: .

Is there any other way I can preserve the presets? I don't know what causes this corruption, but it really annoying as all the time I spent temping presets just goes to waste. I'm just so fed up with this.

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Subject: Exporting Presets

Posted by [zunnie](#) on Sun, 01 Aug 2004 17:53:17 GMT

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Make regularly backup-copies of the original file.

Im not busy on a map or anything but i use this for the server side modified ws maps.

Maybe BHS can make a patch for LE, should ask SilentKane or Jonwil about it i guess.

BTW: Once you finish your map, or release a beta version, would it be cool if i can see the map then? And (if its a balanced map) put it on the downloadpages of the FanMaps site? (www.FanMaps.net) ?? Would be ace

[zunnie]

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Subject: Exporting Presets

Posted by [Sanada78](#) on Wed, 04 Aug 2004 21:23:56 GMT

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I might as well post an image of it here; it might not get released unless I can resolve this issue.

I don't like it much myself, mainly why I left it for a while. It ended up almost completely symmetrical, but I guess that'll help balance a bit.

If I do release, and people like it, then it's a bonus.

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Subject: Exporting Presets

Posted by [WNxCABAL](#) on Wed, 04 Aug 2004 22:01:22 GMT

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Its a very nice map, keep working on that one!

Walls/Flying are symetrical, and look how much everyone enjoys to play them!

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Subject: Exporting Presets

Posted by [Renardin6](#) on Thu, 05 Aug 2004 00:15:16 GMT

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wow, nice work mate... Is a Reborn version planned ?

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Subject: Exporting Presets

Posted by [Aircraftkiller](#) on Thu, 05 Aug 2004 00:29:51 GMT

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Hopefully not, because Reborn sucks. That will make the rest of it look like shit... Not that it already doesn't.

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Subject: Exporting Presets

Posted by [Renardin6](#) on Thu, 05 Aug 2004 00:33:12 GMT

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Well Sanada is on Reborn team... Just to let you know... :rolleyes:

Oh I forgot :

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Subject: Exporting Presets

Posted by [Aircraftkiller](#) on Thu, 05 Aug 2004 00:50:40 GMT

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If I'm the brainy smurf, you're the dumbass smurf. Thanks for the compliment.

And yes, I know he's on the Reb4rn team. It's kind of sad that you have to ask your own team member, in public, if he's working on something for you. :rolleyes:

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Subject: Exporting Presets

Posted by [Renardin6](#) on Thu, 05 Aug 2004 00:53:41 GMT

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I ask what I want where I want.

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Subject: Exporting Presets

Posted by [Sanada78](#) on Thu, 05 Aug 2004 02:00:58 GMT

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I'm not really intending to convert it to Reborn or anything. I just want to release it and leave it at that, but I've got to get round this preset problem first.

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Subject: Exporting Presets

Posted by [Deactivated](#) on Thu, 05 Aug 2004 08:13:33 GMT

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From the LevelEdit guide:

The editor is beta, so save often!

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Subject: Exporting Presets

Posted by [Battousai](#) on Fri, 06 Aug 2004 02:20:05 GMT

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That looks like a good map you should release it.

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