Subject: Objects.ddb
Posted by AlienWorkShop on Mon, 14 Mar 2005 01:38:35 GMT
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Hello...

First off, i know about some ppl in here saying u can cheat with the editing of this file, I know that, but this is not what i want it for...

Could some 1 please PM Me the way of editing the objects file, so i can make server sided mods!!!

Thanks guys!

Subject: Objects.ddb
Posted by Naamloos on Mon, 14 Mar 2005 14:39:08 GMT
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Use level edit... I also think it's safe to say everything here since RG blocks them anyway.

Edit: I'm not sure but i don't think an objects.ddb is the best thing for server sided modding.

Subject: Objects.ddb
Posted by htmlgod on Mon, 14 Mar 2005 20:48:49 GMT
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If you load an objects.ddb mod and host a game, [where other players do not have that exact same objects.ddb file] your players will get the "zero bug," meaning that they will all have zero credits/points/kills etc and will be unable to obtain credits/points/kills, thus ruining the game.

Subject: Objects.ddb
Posted by Burn on Mon, 14 Mar 2005 20:57:24 GMT
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You can make your own custom objects.ddb file by going into LevelEdit and changing the presets to whatever you wish. Then, save your map as a .lvl file. And then, export your map as a .mix (make sure if you add anything to the presets you use + Temp.) Then, using the XCC_Mixer, open your .mix file and extract your modded objects.ddb.

And there you have it.

Subject: Objects.ddb

Posted by **WNxCABAL** on Mon, 14 Mar 2005 21:09:08 GMT
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or you can just drag it out of the directory

Subject: Objects.ddb
Posted by **Burn** on Mon, 14 Mar 2005 22:33:19 GMT
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Shh.. I want to make it complicated.

Subject: Objects.ddb
Posted by **Naamloos** on Mon, 14 Mar 2005 22:59:28 GMT
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Lol. I don't save anything. The presets are auto saved anyway.