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Subject: .Mix map preset problems

Posted by [BlazeDragoon](#) on Tue, 21 Jun 2005 19:06:39 GMT

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I've been having a problem with my presets applying with certain things on my .mix map. I do add with temp, and export it right and the map runs and all. The problem is awhile back before I stopped working on it for a bit, is that some of the stuff just does not apply when I change it. An example is like a weapon I added, I went to add a hud icon, didn't work. Also vehicle changes don't as well, same with a transition on a vehicle. Some things however do apply, like I added a teleporter just today with temp, and played the map and they were there and worked and everything. I can't begin to explain how long I have been trying to figure this out and have come up with nothing, the only thing I could think of is that my temps20.ddb is too big (90kb). Any ideas anyone? Thanks in advance: >.

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Subject: Re: .Mix map preset problems

Posted by [Oblivion165](#) on Wed, 22 Jun 2005 08:19:18 GMT

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A original preset will read off the Objects.dbs in your always.dat for the general stuff. If you change the "Official" mammoth tank for example, it won't take effect because it's still reading the official ones. You will have to temp the mammoth and change the purchase settings to grant that temp and not the original.

And some things just never work in a temp.

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Subject: Re: .Mix map preset problems

Posted by [BlazeDragoon](#) on Wed, 22 Jun 2005 11:49:52 GMT

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Lol yea I've been doing that, but that's not so of my much problem. I have another MRLS that simply won't let me change and apply the transition so you can't get it in (It used to work but suddenly stopped). Also some infantry with a weapon that has no hud icon, these are just two of my main problems.

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