
Subject: Editing Objects.ddb

Posted by [Dr. Lithius](#) on Fri, 30 Jun 2006 16:27:11 GMT

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How do I go about easily editing Objects.ddb? I'd like to make the GDI and Nod Soldiers have all the weapons in the game(including the Campaign Repair Gun) so I can collect data through a LAN game about vehicles and how quickly they get destroyed by certain weaponry and whatnot.

Also, is it at all possible to get the GDI Weapons Factory to spit out Nod vehicles and/or make Purchase Terminals give you the menus for the opposite team so you can buy, say, a Nod Stealth Tank(which is assigned to Nod) from the GDI Weapons Factory?

Subject: Re: Editing Objects.ddb

Posted by [Kamuix](#) on Fri, 30 Jun 2006 17:23:50 GMT

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Renegade Public Tools 2

<ftp://ftp.westwood.com/pub/renegade/tools/>

Probably one of the only/easy way to edit DDB files

Subject: Re: Editing Objects.ddb

Posted by [Dr. Lithius](#) on Fri, 30 Jun 2006 17:39:29 GMT

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I already have those. I just don't see anything that says anything obvious like "Edit Objects.ddb".

Subject: Re: Editing Objects.ddb

Posted by [=HT=T-Bird](#) on Fri, 30 Jun 2006 17:48:35 GMT

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Dr. Lithius wrote on Fri, 30 June 2006 12:39: I already have those. I just don't see anything that says anything obvious like "Edit Objects.ddb".

Replace an objects.ddb that's in one of the mod package folders that LE reads with the objects.ddb you want to edit, and then open up that mod package in LE.

Subject: Re: Editing Objects.ddb

Posted by [Kamuix](#) on Fri, 30 Jun 2006 17:50:32 GMT

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Default C:/Program files/RenegadePubicTools/LevelEdit/%Modname/Presets/Presets. ddb

Subject: Re: Editing Objects.ddb
Posted by [Oblivion165](#) on Fri, 30 Jun 2006 18:05:41 GMT
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Your Object.ddb is first extracted from Always.dat, then put in your mod folder. From there LevelEdit loads the file and makes presets out of the data.

So from there, edit the presets to do what you need. Then take the Objects.ddb from your mod folder (its in a subfolder name Presets) and place it in your Westwood/Data folder.

Not Rengaurd compatible, etc etc

Subject: Re: Editing Objects.ddb
Posted by [Dr. Lithius](#) on Fri, 30 Jun 2006 22:30:20 GMT
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Okay, so... I was able to make a modified "Objects.ddb," and what I did was I changed all the secret vehicles to the opposing team's normal vehicles, as well as changed the secret units to the opposing team's normal units.(IE, if you're on GDI, the EXTRAS menu will let you buy Stealth Tanks or Sakura units, etc. It's fun seeing a Stealth Tank roll out of the Weapons Factory!) Thanks for all your help, folks! One thing still completely surpasses me, though. I know how to change units and change what weaponry they use by default...but I have absolutely no idea how to make any given unit have the full loadout of weaponry. If someone could post a detailed tutorial on how to allow units to use weapon groups(such as "Infantry Weapory" or "Structure Weaponry"), or maybe just explain how to code one weapon to be the entire group of weaponry(like "Backpacks" on some servers), I would be very appreciative.(Though until then, this works just the same.)

Subject: Re: Editing Objects.ddb
Posted by [EA-DamageEverything](#) on Sat, 01 Jul 2006 23:54:50 GMT
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You haven't tested the Stank on GDI in a map with base defense, didn't you?

The Stank's player type is NOD, so the AGT will kill it at the Moment it's coming out of the Production Bay from the WF. Test it on City_flying etc...

Therefore it will be shown red in the reticle because it's an enemy Tank. It's Collision mode is KILL (all tanks have this, don't worry) so it kills you instead of pushing you even when it's out of the "Pad clearing Warhead"-Zone infront of the Production Bay...

You have to set the Stank as "unteamed" if both teams should use it. Would be more comfortable for GDI then. If only GDI should use a specific NOD tank, just change the player type to it's opposite.

Subject: Re: Editing Objects.ddb
Posted by [Dr. Lithius](#) on Sun, 02 Jul 2006 00:26:52 GMT
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This isn't going to be a public modification. If I made a "public" version, then yes, I'd make all vehicles un-sided. But this modification, right now, is just for me to collect data on damage and points and whatnot. (For example, 36 Ramjet Rounds(8 Reloads) do 180 Damage to a Mammoth Tank in 1 Minute, 3.2 Seconds and score the person firing a whopping 432 Points.) Also as such, the only map I'm using right now is C&C_Islands, a map without base defenses.

...hm. I wonder if I should make this a public modification. I kind'a doubt it, seeing as it took me all of like...five minutes to do, but still.

Subject: Re: Editing Objects.ddb
Posted by [EA-DamageEverything](#) on Sun, 09 Jul 2006 17:50:20 GMT
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Before releasing this out to the public, tell us your changes first please.

Would be nice to know what you've changed exactly.

Subject: Re: Editing Objects.ddb
Posted by [Spyder](#) on Sun, 09 Jul 2006 18:38:02 GMT
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Is it possible to copy your always.dat file to the mod folder and rename it to objects.ddb and that it loads the presets from the original always.dat file?

Subject: Re: Editing Objects.ddb
Posted by [Kamuix](#) on Sun, 09 Jul 2006 18:43:19 GMT
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I doubt it, I remember someone mentioning that you can't use the Objects.ddb directly out of always.dbs because something

Subject: Re: Editing Objects.ddb
Posted by [EA-DamageEverything](#) on Mon, 24 Jul 2006 18:08:39 GMT
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darksnipa

You can't rename the always.dat to objects.ddb -it won't work. The always.dat is a simple

Container with many files in it.
